

**Official  
U.S.**

# PlayStation

## Magazine

VOLUME 3  
ISSUE 3



# 60 GAMES REVIEWED

**Stuff Your Stockings  
With Our Holiday Picks**



**Resident Evil 3**



**Spyro 2**

**ALL THE  
NEWEST  
Tricks  
INSIDE**

## PLAYSTATION2

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# DINO CRISIS STRATEGY

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Once he gets behind the wheel, things get ugly.



# The Future of Blowing \$#!% Up



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# is Here!

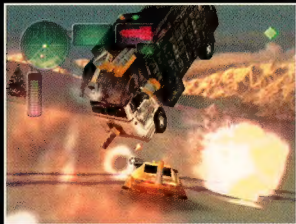


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"Vigilante 8: 2nd Offense leaves the competition in the dust!"

- PSM

# VIGILANTE 8 2ND OFFENSE

IF IT DRIVES BY, BLOW IT UP!

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Kraig is busy negotiating a deal so that when he's substantially older, some company can repackage him with other over-the-hill gaming editors in a cheap compilation disc.

## When Eras Collide



When I was considering the content of this month's issue of OPM, I had to snicker. It truly is an amazing time when you can read reviews of Space Invaders and Pong in OPM, and then turn the page to find out about the future of videogaming, the PlayStation2. And luckily, I even have a few relevant things to say about them.

### Covering the Future

The next few months are going to be really interesting as the PlayStation2's Japanese launch draws near. We'll see a lot more information come out regarding the system and its games, and you can be sure that we will provide you the most in-depth PlayStation2 analysis—period.

But we're not just saying that. We're backing it up now with the most extensive PlayStation2 coverage you'll find anywhere. Last month we gave you five pages of the best breaking news, and now we're following it up with a far-reaching 19 page bonanza. This system will truly be something different and extraordinary—something that reaches far beyond what we are used to seeing in a console system. Something that begs for a feature that analyzes the facts and explores the far-reaching possibilities.

This is not to suggest that we're abandoning the current PlayStation by any stretch. To the contrary, there are plenty of cool and exciting things that we'll be covering over the next year. But we do want to make it crystal-clear that as each chapter of the PlayStation2's story is revealed, this is the magazine that will tell it the best.

### Reliving the Past

On the other side of the spectrum are those things called retro games. This holiday season is bringing them out of the woodwork (I know: I'm reviewing most of them), and there seems to be no end in sight. I wonder if there's anything that will convince companies to simply admit to themselves that there are simply no more "classic" games to pillage on the cheap. Some of them are pretty good, admittedly, but many of them are just lame, or have little in common with the game that they are "updating."

It appears that the new trend is to take loads of games, crappy or not, from classic console game systems such as the Atari and Intellivision. I have to admit, I was a huge Intellivision fan, but I've long since admitted to myself that many of those games just aren't any fun anymore. As long as companies keep the prices down on these compilation packs, I don't have much of a problem with them, but I wonder how long it will be before we see Colecovision, Vectrex, Odyssey, Atari 400 and Bally Astrocade compilation discs. There's already a Commodore 64 compendium available to PC users. It makes me wonder if we'll be playing PlayStation compilation discs on the PlayStation2 five years from now.

That'll make me feel really old. Old enough to be updated in a retro game, perhaps.

**Kraig Kujava**  
Editor-in-Chief

# Official U.S. PlayStation Magazine

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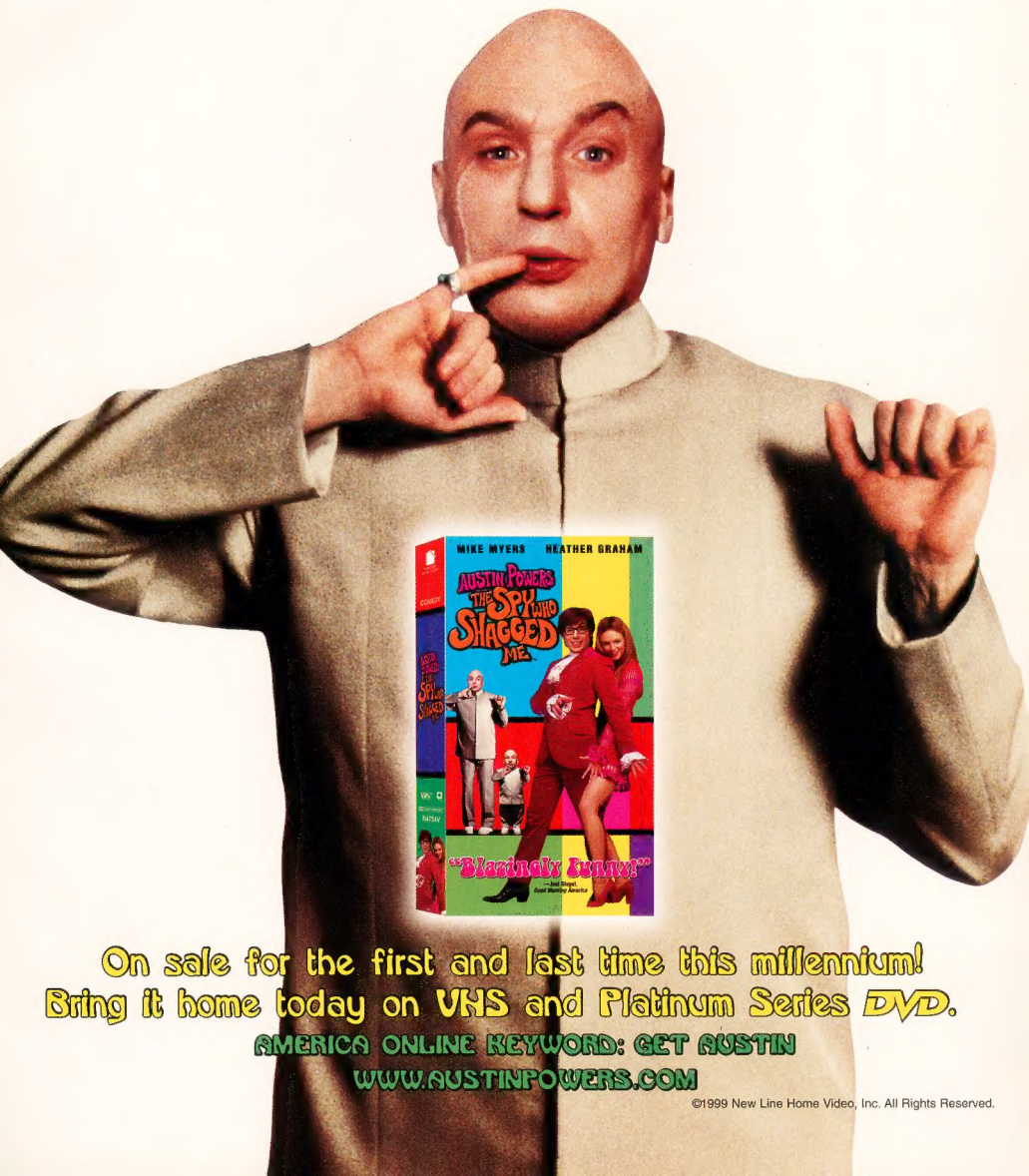
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AND YOU'RE A CASUALTY.**

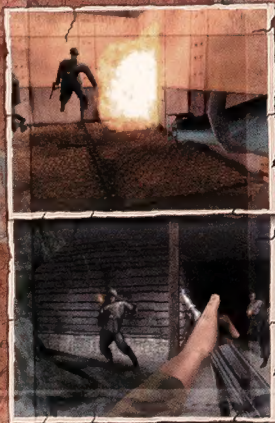


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**EVERYONE RATING:** The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



**TEEN RATING:** Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



**MATURE RATING:** These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



**ADULTS ONLY RATING:** The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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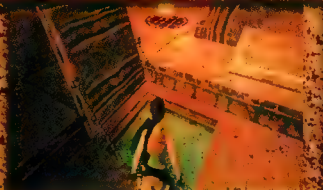
Marcecko



GAME

In ancient Egypt, it was  
common practice to have your  
internal organs removed  
and your brain pulled out  
through your nose.

Of course ancient Egyptians were  
lucky enough to be dead first.





The poster features a large, stylized illustration of Lara Croft as a skeleton, holding a large, glowing red and black rectangular object. She is standing in an ancient Egyptian tomb with hieroglyphs on the walls. A torch is visible in the background. The Eidos Interactive logo is at the top left. The right side of the poster contains promotional text. At the bottom, there are three smaller screenshots showing Lara in different game environments.

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Could the next Tomb Lara Croft  
enfers be her own? Find out in  
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inventory control system, this is a  
totally new Tomb Raider.  
Let's just hope it's not Lara's last.

# TOMB RAIDER THE LAST REVELATION

[tombraider.com](http://tombraider.com)







# Contents

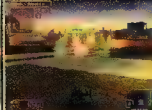
## PlayStation2



In our massive 19-page feature, we provide all the details on Sony's new system, which is guaranteed to forever change the face of gaming.

86

## Twisted Metal 4



In our marquee preview, we take a look at 989's second attempt to conquer the auto combat genre. Will Part Four live up to the SingleTrac legacy?

54

## Resident Evil 3



Resident Evil 3 promises to be the most challenging horror survival title made yet. Reviewer Mark MacDonald puts the Nemesis through its paces in our premier review.

126

## Dino Crisis Strategy



Ensure Regina escapes from Dino Island successfully in this month's Strategy Guide. All of the costumes, endings and secrets revealed!

178

## Letters

Reader reactions to 3Dfx's rather, uh, controversial ads; questioning the proposed price point for the U.S. PlayStation2; and sweaty men in tight's all get covered in this month's Letters.



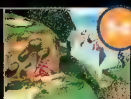
## News

Throng of adoring fans crowded the Tokyo Game Show to catch their first glimpse of the PlayStation2 in action. Plus, hit the road with a big rig decked out with PlayStation gear.



## Previews

Tomba 2, Jackie Chan's Stuntmaster, NBA Showtime, Dukes of Hazzard, V-Rally 2, MTV Music Generation, March Madness 2000 and Silent Bomber receive our attentions this month.



## International

Aya Brea returns to save the world from mutant mitochondria in Parasite Eve II. Also, we take a first look at Gun Survivor, the new Resident Evil light gun shooter from Capcom.



## Reviews

Thirty-two reviews grace our pages this month. Highlights include: FIFA 2000, Quake II, Spyro 2, Medal of Honor, Vandal Hearts II and Cool Boarders 4.



## Tricks

Yessir, have we got a grab bag of Tony Hawk codes for you! Also: a heapin' helpin' of codes for NFL Blitz 2000, WCW Mayhem, Wipeout 3 and Centipede.



## g.e.a.r.

We test out a slick new racing wheel, get your hands on yet another analog pad, play with the latest Street Fighter figures and compile some of our favorite video game soundtracks.



## Demo Disc

This month, it's pigskin madness with Madden 2000, GameDay 2000, and NCAA GameBreaker 2000 all featured on our disc. Oh, and a little game called Gran Turismo 2...








"At Last... a Medicine





val Tomb Raider..."

-Official U.S. PlayStation Magazine



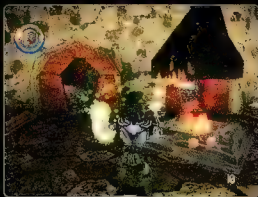
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-GamePro

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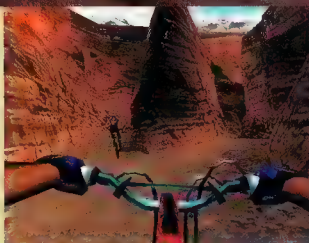
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## Caption Contest Winner



"OK, Sonic, you can come out now; PS2 isn't coming out 'til next year."

John G  
jgarcia99@email.msn.com

**N**ow you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 24.]

## Layin' the Smack Down

Dear OPM,

Is there going to be a PlayStation version of WWF Wrestlemania 2000? I heard that there was, but in the ad it says it will only be on N64 and Game Boy. Why is that?  
giant765@aol.com

THQ will not be releasing a PlayStation version of WWF Wrestlemania 2000, but instead will release a completely different game for PlayStation entitled WWF Smackdown. The game engine will be based on the latest Toukon Retsuden (or New Japan Pro Wrestling), an excellent series from Japan. (The first Toukon Retsuden lent its engine to Activision's Power Move Pro Wrestling.) The game won't be released until next year, but we recently got an early look, and it looks simply incredible. If it plays as well as it looks, it should be an easy contender for the top spot of PlayStation wrestling.

## Got the Blues?

Dear OPM,

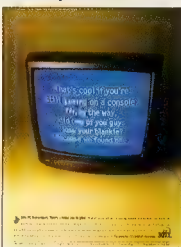
I noticed that in your October 1999 issue, during your review of Monster Rancher 2 you had a photo of somebody putting a CD into a blue PlayStation. Are they going to come out with different-colored PlayStations? Or is this a special PlayStation that only reviewers get?  
JLDazzle@aol.com

Well, we've got bad news and we've got good news. The bad news is that the blue PlayStations are indeed for reviewers and developers only; they're specially built to play preproduction games and so are not available to the public under any circumstances. But the good news is that it may be possible to purchase a new casing for your PlayStation. An online retailer called National Console Support has been offering colored

## Letter of the Month

Dear OPM,

In Volume 3, Issue 2 there was a mildly offensive advertisement on page 43. It was for 3D accelerators for PCs and it implies that people who play games on consoles are immature. It states that playing games on a computer with their accelerator is superior to consoles.



Now, don't get me wrong; I know how good the graphics look, and I have a PC, which I'm intending to enhance with one of those particular chip sets soon. However, a lot of things would have to change to make PC gaming superior.

For example, awhile ago I bought a new game and a controller for my PC. It took approximately 72 hours (and two tech support calls) to get everything working correctly. But if I buy a new game and controller for my PlayStation, I'm playing inside of five minutes.

Sounds superior to me. Not to mention the fact that I don't have to worry about "minimum system requirements" when I'm shopping for PS games. If simplicity equals immaturity, then I'll happily remain in my child-like state.

The one true advantage that computers have is online gaming. But with the release of the DreamCast and the impending release of the PlayStation2, that one advantage is circling the drain.

Lance Peltier  
Indiana

You have to wonder what 3Dfx thought they would accomplish by insulting everyone who will look at that particular ad, don't you?

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!



PlayStation shells for awhile now. Check out the NCS store at [www.ncsx.com](http://www.ncsx.com) for full details.

## Must... Play... Game...

Dear OPM,

I just received your October issue with the FFVIII strategy. I was just wondering, how did you beat a four-CD game? I know it's your job but do you have family?

Arturo Vega  
Arturo409@pathfindermail.com

What's a "family"?

## Can You Do Our Job Better Than Us?

OPM is looking for talented individuals who know the PlayStation, its games and its culture. If you're a good writer with a sense of humor and a passion for playing games, then we want to hear from you! Mail all résumés and writing samples (required!) to: OPM Jobs  
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Oak Brook, IL 60522-3338

How do you like the mag? What about the design? Are we leaving anything out?

## Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official-U.S.-PlayStation Magazine at the addresses on the final Letters page.

We can't wait to hear from you.

we want  
your input!



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Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*.

As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



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[www.starwars.com](http://www.starwars.com)

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**A glimpse into the demented minds of our readers**

## Dream On

Dear OPM,

I saw the news about the PS2 being priced at 39,800 yen (around \$379 in U.S. currency). I have also seen the interview with Phil Harrison with him saying that they will release the PS2 at a "consumer-friendly price." Is the U.S. price going to be the same as the Japan price? Because I'm not going to shell out \$379 for a new system.

Derek Coleman  
dcoleman@rmi.net

## The Reader Art Challenge

Every month we'll be picking one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions.



Check out this month's artists! Clockwise from above: Robert Lanneau, Miami, FL; our winner Chad Minami, Honolulu, HI; John H. Duckett, Jr., Bowie, MD; and Jason Cross, New Orleans, LA. Great job, folks!

The PS2 will indeed be priced at ¥39,800, but remember that this is the same price that the original system sold for when it was first released, and when the original PlayStation was released in the U.S., it retailed for only \$300. Now, Sony has yet to release official details about the US release, but we figure it's safe to expect the PS2 to retail at the same price. The question is, will \$300 still be acceptable to consumers now that gaming has

become more mainstream? When you consider that the system will come with full DVD capability, our guess is the price won't hurt sales too much. But write to us and let us know what YOU think.

**DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO <http://subscribe.playstationmagazine.com/service> AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!**

**D**id you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.



## 3 ways to reach us

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P.O. Box 3338  
Oak Brook, IL 60522-3338

**fax:**

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630 382 9010**

## e-mail:

opmezd.com  
and check us out on  
www.videogames.com

### ***Official Contest and Sweepstakes Rules***

## TOP 10 MOST WANTED SWEEPSTAKES

[illegible]

### OPM CAPTION CONTEST

[illegible]

## OPM LETTER OF THE MONTH

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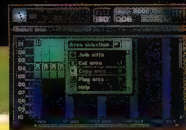
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THE GREAT MAIDEN



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# thinking cap.



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COLLECTOR'S PACKAGE

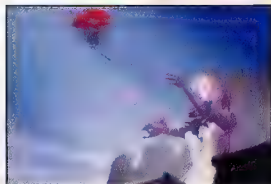
# FINAL FANTASY ANTHOLOGY™

FINAL FANTASY V

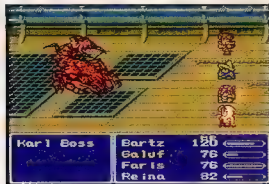
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# PlayStation®2



November 1999

30

PlayStation Magazine



## PS2 takes center stage at TGS

**I**f there were any doubts that Sony is ready to push the PlayStation2 into the spotlight, they vanished after five minutes at the fall Tokyo Game Show.

Just a few short days after Sony Computer Entertainment officially announced the system, the masses swarmed to take in the first public showing of the PlayStation2 and its games. And Sony didn't disappoint. In a massive booth dominated by the next-generation system, thousands of press members, industry insiders and adoring fans pushed to get a glimpse of the PS2 in action. At times Sony's booth got so packed that staffers had to act as traffic cops, trying to move the flood of people out of the public aisles.

The PS2 was so big, in fact, that the Tokyo Game Show was practically a non-event when it came to the current PlayStation. Most of the big games being pushed were previously announced, like



Gran Turismo 2, Parasite Eve II and Dragon Valor. The only real surprise was a new Resident Evil light-gun game, called Biohazard Gun Survivor (see this month's International Previews for more on this title). Companies like Enix and Square still drew large crowds with big titles like Dragon Quest VII, Chrono Cross and Vagrant Story, but the consensus seemed to be that most third parties were busy working on PS2 titles that were still too early to show.

Sure, there was another next-generation system on display at TGS—and it certainly had its share of followers—but Sony clearly dominated the show with its PS2 presence. For a look at every PS2 game on display at TGS, check out our massive PlayStation2 feature, starting on page 86.

Dragon Valor was one of the few current PlayStation titles to draw big crowds (top left). Sony's booth remained packed throughout the show (top right). This year's "no pants" policy was a big hit among the booth girls (above).

## Top 10

### Japan's Top 10-Selling PlayStation Games

October sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

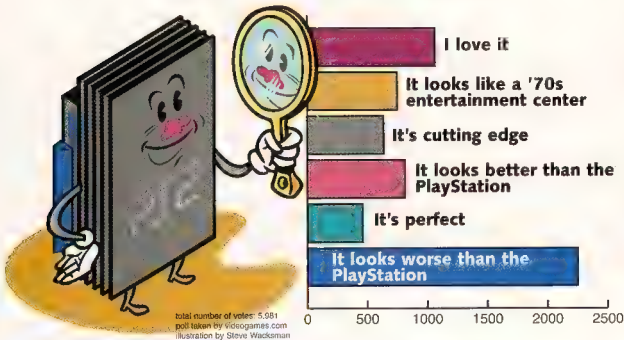
1. **Resident Evil 3** Capcom – Adventure
2. **Torneco's Great Adventure 2** Enix – Action/RPG
3. **Dance Dance Revolution 2nd ReMIX** Konami – Misc.
4. **World Soccer Winning Eleven 4** Konami – Sports
5. **Winning Post 4** Konami – Misc.
6. **Together Anywhere** Sony CEI – Misc.
7. **Hot Shots Golf 2** Sony CEI – Sports
8. **Beatmania append 4th MIX** Konami – Misc.
9. **Powerful Pro Baseball '99** Konami – Sports
10. **Wild Arms 2nd Ignition** Sony CEI – RPG

### U.K.'s Top 10-Selling PlayStation Games

September sales rankings courtesy of ChartTrack:

1. **Star Wars: Ep. 1-Phantom Menace** LucasArts/Activision – Adventure
2. **LMA Manager** Codemasters – Sports
3. **Tony Hawk's Skateboarding** Activision – Action
4. **Driver** GT Interactive – Action
5. **South Park** Acclaim – Action
6. **Quake II** Activision – Action
7. **Tekken 3** Namco – Fighting
8. **Gran Turismo** Sony – Racing
9. **Colin McRae Rally** Codemasters – Racing
10. **Legacy of Kain: Soul Reaver** Eidos – Adventure

## What do you think of the PlayStation2's visual design?

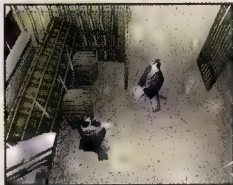


## The Rub

### Too Many Tenchus

**THE FACTS:** Activision will release *Tenchu 2* for the current PlayStation.

**THE RUB:** Not a big deal, right? Well, keep in mind we said the current PlayStation. But at the PlayStation2's unveiling, *Tenchu 2* was announced for the PS2, to be released by Sony Music



Entertainment. Meanwhile, Acquire (the developer working on *Tenchu 2* for Activision) said they're not working on a *Tenchu* title for the PS2. Confused? So are we. It's just too bad there isn't this much attention surrounding a more interesting title like, say, *Metal Gear Solid*.

### Lucas Losing Credibility

**THE FACTS:** The PlayStation version of *Indiana Jones and the Infernal Machine* has been cancelled.

**THE RUB:** Despite the fact that George Lucas has been breathlessly gushing over the PlayStation2 for months, LucasArts can't seem to produce

## Square to Unveil Final Fantasy IX?

It seems that Square may have tipped its hand regarding the release of the next chapter in its *Final Fantasy* series. At the fall Tokyo Game Show, Square announced plans to reveal its future game lineup at an event on Nov. 23 in Japan, noting that it would focus on PlayStation2 software. However, they dodged the question of whether *Final Fantasy IX* would be shown. Meanwhile, at the end of their recurring promotional video presentation, a large "IX" appeared in the background of a huge video wall for roughly five seconds.

A not-so-subtle hint of what's to come? We think so. The only remaining question is whether FFIX will be for the PlayStation or the PS2. While most people believe it will appear on the current system, the fact that the event is primarily geared toward the PS2 is enough to at least raise the possibility that it could debut on the PS2.



## Evil Dead Finds Life on the PlayStation

Survival horror just got funnier.

THQ recently announced that it will publish games based on the cult-classic horror film *Evil Dead*. Additionally, THQ said it has assembled a new team of programmers and game designers to develop the games. Using the name Heavy Iron Studios, the team's first project will be a real-time 3D adventure titled *Evil Dead: Ashes 2 Ashes*. The game will be developed with the full support of *Evil Dead* creator Sam Raimi and actor Bruce Campbell, and will feature action and puzzle elements similar in style to the Resident Evil series.

"An interactive adventure based on *Evil Dead* is long overdue," said Campbell, who also did the voice work for *Pitfall 3D*. "Today's game technology will give millions of fans their first chance to experience the sometimes



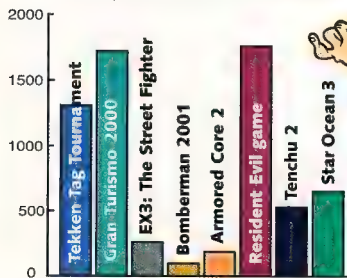
horrific but oftentimes humorous adventures of Ash and the Necronomicon."

THQ acquired the *Evil Dead* license from Renaissance Pictures in a five-year deal that allows them to create games for all console systems, including the PlayStation2. The first game is expected by fall 2000.

At the same event at which THQ announced *Evil Dead*, they held the first showing of *WWF Smackdown*, the company's first PlayStation WWF title. Based on the critically acclaimed Toukon Retsuden (New Japan Pro Wrestling) series, this great-looking game is expected sometime in 2000.



## Which of the following PS2 games are you most interested in?



total number of votes: 6,511  
poll taken by videogames.com  
illustration by Steve Wachman

## The Rub

even one decent game for the current PlayStation this year. They botched Phantom Menace, cancelled Episode I Racer, and now this. Hopefully they'll get it together in time to dazzle us with some next-generation games.

### Truth in Advertising

**THE FACTS:** Video game

advertising is full of hyperbole and inflammatory statements. **THE RUB:** Yep, but maybe it'll get toned down in the near future. The Interactive Digital Software Association (IDSA), an industry trade group, has created an Advertising Review Council (ARC) to make sure that software ads are "appropriate, responsible,

truthful and accurate." Already, most major game-related publishers (including ours) have agreed to adopt the standards set forth by ARC. Still, with advertising being so over-the-top these days, let's hope these principles don't eliminate advertising altogether and put us out of business.

## 10 things we think we think this month

- 1 Tomb Raider 4 features a 16-year-old Lara Croft. Pedophiles will no doubt be lining up in anticipation.
- 2 Infogrames must be setting a record with the amount of wheel-oriented games they have attached to the not-so-lucrative-yet-way-overused Test Drive license.
- 3 Isn't the Dual Shock 2 name a little redundant?
- 4 Sony has teamed up with K&B Toys to make "The PlayStation Mini Invasion Tour" to let people play some of the biggest games of the season in malls. Or you can just buy our magazine instead and avoid the sweaty masses.
- 5 ABC News reported that a fire started by a malfunctioning Pac-Man machine destroyed a tavern in Ossian, Iowa. We wonder if it has anything to do with Namco's announcement that they have enlisted the help of Mr. T and Mini-Me to promote Pac-Man World on television commercials.
- 6 Midway has signed Shaquille O'Neal to be the spokesperson for NBA Showtime. Which makes sense because the game has little to do with free-throw shooting.
- 7 With so many connectivity options and ports in the PlayStation2, there's no telling what people might stick in there.
- 8 3DO has released Vegas Games. It will include standard gambling fare such as Poker, Craps, Slots and Releasing a Badly Conceived Console System.
- 9 The new 3Dfx ads that have run in our magazine make fun of console gamers for being immature. Those doody-heads! We hate them!



- 10 A well-known theatrical group in Japan named Super Eccentric Theater has announced that it will perform a play based on Biohazard (Resident Evil). The most challenging facet of the production will be making competent actors say their lines badly.



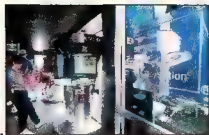
JOHN McCLANE STUNT DOUBLE #56  
- ARM BROKEN NEAR SLOT MACHINES IN  
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

**DIE  
HARD**  
TRILOGY 2™

VIVA LAS VEGAS



# Keep On Truckin'



**F**orget about portable gaming—try hitting the road in style on a 68-foot-long PlayStation truck. Housing 33 game kiosks and a massive video wall, this roaming rig has appeared at concerts, baseball games, even the Superbowl. And it's not just the general public that wanders through; celebrities from rap star Coolio to comedic genius Dennis Miller to football great Terrell Davis have all stopped by to try out the latest PlayStation games. We even hear that a few naked women popped in during a stop at this year's Woodstock music festival. (We hope they thoroughly washed the Dual Shocks after that visit!)

So what's life like on this big rig? "People respect the truck," says Larry Borden, the truck's manager. Sure, occasionally a kid throws up, but that's about the worst of it—there's never been a fight and the truck basically runs itself, according to Borden, who apparently loves his job. "It's every kid's dream to travel with the PlayStation truck for three years," he adds.

And if all this PlayStation action isn't fast enough for you, there's even a PlayStation race car, sponsored by PlayStation France (bottom right). Alas, at a recent visit to the Chicago Motor Speedway when we stopped by to snap these pics, the driver didn't fare so well, placing in the middle of the pack due to a blown fuel pump. Maybe he could have used a lesson from the speed demons circling the virtual tracks inside the truck.



JOHN McCLANE STUNT DOUBLE #18  
- HEADWOUND FROM HIGH SPEED WRECK WHILE  
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134  
- STEPPED ON PROXIMITY MINE NEAR  
ROULETTE TABLE WHILE BATTLING TERRORISTS.

**DIE  
HARD**  
TRILOGY 2™

VIVA LAS VEGAS




# Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

- 1 Final Fantasy VIII** 

PUBLISHER: SQUARE EA LAST MONTH: - GENRE: RPG RELEASE DATE: SEPT. 1999  
Big surprise, here. The game that sold more units than Sega did Dreamcasts rides high atop the charts, promising a merry holiday season for Square execs.
- 2 Madden NFL 2000** 


PUBLISHER: EA SPORTS LAST MONTH: 3 GENRE: SPORTS RELEASE DATE: AUG. 1999  
EA Sports' pigskin contender keeps its narrow sales margin over its perennial rival, GameDay, and retains its stranglehold on *OPM* staff play time.
- 3 Gran Turismo** 


PUBLISHER: SONY CEA LAST MONTH: 8 GENRE: RACING RELEASE DATE: MAY 1998  
With a low price and a hotly anticipated sequel on the immediate horizon, Polyphony Digital's world class racer keeps bringing in new fans.
- 4 Driver** 

PUBLISHER: GT LAST MONTH: 2 GENRE: RACING RELEASE DATE: JULY 1999  
For the third month running, GT's "getaway sim" still reigns in the Top Five, even without the potentially lucrative Charlie Sheen endorsement. Ha.
- 5 NFL GameDay 2000** 

PUBLISHER: 989 SPORTS LAST MONTH: 5 GENRE: SPORTS RELEASE DATE: AUG. 1999  
Madden may be king (this year), but GameDay isn't going away any time soon. Fierce competition has forced these two titles into instant best-sellers.
- 6 Spyro the Dragon** 

PUBLISHER: SONY CEA LAST MONTH: 10 RELEASE DATE: SEPT. 1998
- 7 WWF Attitude** 

PUBLISHER: ACCLAIM LAST MONTH: 2 RELEASE DATE: AUG. 1999
- 8 Crash Bandicoot: Warped** 

PUBLISHER: SONY CEA LAST MONTH: 13 RELEASE DATE: OCT. 1998
- 9 Star Wars: The Phantom Menace** 

PUBLISHER: LUCASARTS LAST MONTH: - RELEASE DATE: AUG. 1999
- 10 Final Fantasy VII** 

PUBLISHER: SONY CEA LAST MONTH: 7 RELEASE DATE: SEPT. 1997
- 11 Legacy of Kain: Soul Reaver** 

PUBLISHER: EIDOS LAST MONTH: 11 RELEASE DATE: SEPT. 1999
- 12 A Bug's Life** 

PUBLISHER: SONY CEA LAST MONTH: - RELEASE DATE: DEC. 1998
- 13 Dino Crisis** 

PUBLISHER: CAPCOM LAST MONTH: - RELEASE DATE: SEPT. 1999
- 14 NFL Blitz 2000** 

PUBLISHER: MIDWAY LAST MONTH: - RELEASE DATE: AUG. 1999
- 15 Namco Museum Vol. 3** 

PUBLISHER: NAMCO LAST MONTH: 14 RELEASE DATE: FEB. 1997
- 16 Need For Speed III: Hot Pursuit** 

PUBLISHER: ELECTRONIC ARTS LAST MONTH: 11 RELEASE DATE: MAR. 1998
- 17 WCW Mayhem** 

PUBLISHER: ELECTRONIC ARTS LAST MONTH: - RELEASE DATE: SEPT. 1999
- 18 Cool Boarders 3** 

PUBLISHER: 989 STUDIOS LAST MONTH: - RELEASE DATE: OCT. 1998
- 19 Frogger** 

PUBLISHER: HASBRO LAST MONTH: 15 RELEASE DATE: OCT. 1997
- 20 NCAA Football 2000** 

PUBLISHER: EA SPORTS LAST MONTH: 4 RELEASE DATE: JULY 1999

## namco Presents

### Top 10 Most Wanted

As compiled by our attractive, intelligent readers

- 1 Resident Evil 3: Nemesis** With Square's epic out of the running, Tyrant and Pals step into the limelight.
- 2 Gran Turismo 2** Either some of you are closet racing fans, or our buttery-sweet demo has you sold.
- 3 Spyro 2: Ripto's Rage!** Sony's "other" mascot should be winging his way onto your screens soon.
- 4 Crash Team Racing** We like this game, if the cover wasn't indicator enough. And, soon, so shall you.
- 5 Tomb Raider: The Last Revelation** The mere thought of a younger, pre-implant Lara is bringing the letters in.
- 6 Vigilante 8: Second Offense** Funk and firepower have never mixed so well. George Clinton would be proud.
- 7 Fear Factor** This stylish thriller makes its inevitable appearance on our charts.
- 8 Tomorrow Never Dies** With a new Bond movie on the horizon, anticipation is pretty high for this stealth title.
- 9 SaGa Frontier 2** It looks like our readers have magnanimously forgiven Square for the first SaGa Frontier.
- 10 Chrono Cross** A Chrono title, without Crono and Magus? That won't stop fans from wanting this game.

### Maria A. Harvey

Our monthly contest winner's top five picks

- 1 Spyro 2: Ripto's Rage!** At Insomniac Studios, a round of clapping is heard for Maria's top choice.
- 2 Space Invaders** Maria pays homage to the classics. There's always room on her shelf for an alien invasion.
- 3 Twisted Metal 4** Fret ye not; this iteration of the series may turn out to be the best yet, with any luck.
- 4 Ballistic** (formerly Time Loop) Ah, a puzzle game. Say good-bye to your social life now.
- 5 Q\*bert** Who's cuter: Coily or Ugg? Maria declined to comment in her letter. e%\$!#!

### Editors' Top 5

What we've been playing instead of working

- 1 Resident Evil 3: Nemesis** Who could leave lovely Jill in the hands of a monster like Nemesis? Not us, no sir!
- 2 Spyro 2: Ripto's Rage!** Joe's spent some quality time with Insomniac's scaly purple creation this month.
- 3 Vandal Hearts II** Sure, it has a few problems, but the battle engine and spell effects make this a must-play.
- 4 Medal of Honor** This Spielberg-approved first-person shooter has Kraig's wholehearted endorsement.
- 5 Vegas Games 2000** So what if it's not real money? There's still no better way to prepare for a Vegas trip.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan\_peluso@nd.com or visit the *OPM* section on [www.videogames.com](http://www.videogames.com)

Source: NPD TRSTS Video Games, July 1999 (weeks one and two). Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.



McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



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AND SKILL TO SAVE HOSTAGES WHILE TRYING TO  
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## Coming Soon

### December

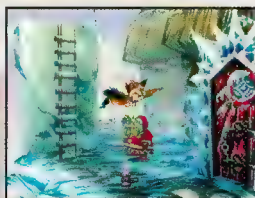
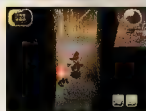
Barbie Super Sports	Mattel	Sports
Dukes of Hazard: Racing for Home	SouthPeak Interactive	Racing
Glover	Hasbro	Action
International Track & Field 2000	Konami	Sports
Killer Loop	Crave	Racing
NCAA Final Four 2000	989 Sports	Sports
NHL Blades of Steel 2000	Konami	Sports
Renegade Racing	Interplay	Racing
TNN Hardcore Heat 2	ASC	Racing
Vandal Hearts II	Konami	RPG

### January

All Star Tennis	Ubi Soft	Sports
Danger Girl	THQ	Action
Family Game Pack	The 3DO Company	Misc.
Jeff Gordon X5 Racing	ASC Games	Racing
Major League Soccer	Konami	Sports
The Misadventures of Tron Bonne	Capcom	Action
Reel Fishing 2	Natsume	Sports
Smurfs	Infogrames	Action
Tanktics	Interplay	Action
Tomba 2: The Evil Swine Returns	Sony CEA	Action
Wu Tang: Shaolin Style	Activision	Fighting

### Future Releases

Alien Resurrection	Fox Interactive	Action
Alundra 2	Activision	RPG
Blade	Activision	Action



Behold the Mighty Twos of 2000: Gran Turismo 2, Tomba 2 and Alundra 2. It's "two" cool! Ouch.

### Future Releases (cont.)

Capcom	SouthPeak Interactive	Action
Championship Motorsports 2	THQ	Racing
Chrono Cross	Square EA	RPG
Duke Nukem	Midway	Action
Duke Nukem: Time to Kill 2	GT Interactive	Action
Expendable	Infogrames	Shooter
Flintstones: Bowling	SouthPeak Interactive	Sports
Gourmet Legend	Midway	Action
Hot Wheels: Storm Track	Midway	Racing
Iron Soldier 3	Yatton	Shooter
JoJo's Venture	Capcom	Fighting
The Land Before Time	Health Learning	Action
Medevil 2	Sony CEA	Action
Nightmare Creatures 2	Activision	Action
Paper Boy	Midway	Action
Railroad Tycoon 2	Rockstar Games	Strategy
Rogue Trip 2	GT Interactive	Action
Saga Frontier	Square EA	RPG
Spec Op	Tab 2 Interactive	Action
Striker Pro 2000	Infogrames	Sports
Test Drive Cycle	Infogrames	Racing
Test Drive Rally	Infogrames	Racing
Unreal	GT Interactive	Action
Winona the Witch	NewKidCo	Action
Yeh Yeh Tennis	Sunsoft	Sports



IS IT THE SECOND ACT OR THE SECOND COMING? IS IT AN EVOLUTION OR A REVOLUTION?

IS IT A SEQUEL OR A QUANTUM LEAP? WHAT IS THE MEANING OF TWO? TOO? TO?

COMING SOON GRAN TURISMO 2



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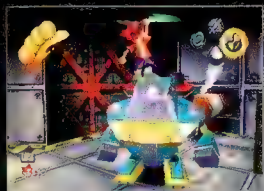
Requires Dual Shock analog controller\*



It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock® analog controller**. Prepare yourself, things are about to get hairy.



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before they get you.**

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**Borrrring.**



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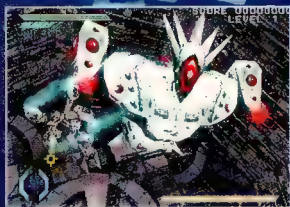


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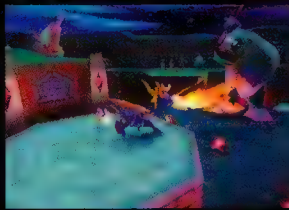




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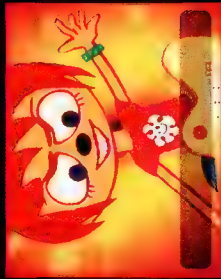
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It's a mysterious  
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cracked inside an evil  
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located somewhere  
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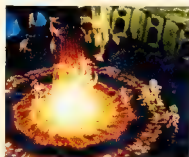
*Not everyone can solve the mysteries of Grandia.*

*It's a strange land where magic and technology coexist among the forces of corruption.*

*A place where the dominating culture lives in peace and harmony while a sinister force works just below the surface to discover the dark secrets of an ancient civilization.*

*In this world, an epic struggle shall be determined by a brave, smart and resourceful hero who must master dozens of spells. A hero who is outnumbered by several hundred to one.*

*This is the world of Grandia—a mysterious, odd, strange yet beautiful planet that hangs in the balance between good and evil.*



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**GAME ARTS**

# GRANDIA





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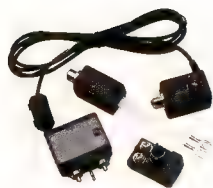
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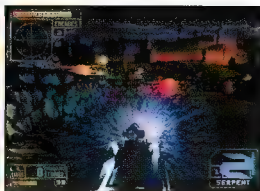
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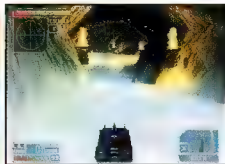
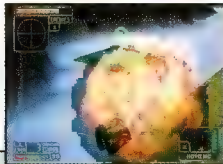
Theme: Action  
# of Players: 1-4  
Availability: November 1999  
Developer: 989 Studios  
Publisher: 989 Studios  
URL: [www.989studios.com](http://www.989studios.com)



# Twisted Metal 4

The mega-popular car battle series reaches part four

Left: Pizza delivery isn't the wholesome, All-American job it used to be. Boom. Upper left: Don't you wish your parents had taken you on this sort of vacation holiday?



Even though Twisted Metal 3 wasn't especially well-received by the press and the Internet videogaming cognoscenti, it, like its two older brothers, has sold well into the platinum range. The deduction, then, that Twisted Metal 4 (the forthcoming sequel) is a veritable license to print money by 989 Studios, is an observation that even the most hopelessly ignorant among us (read: videogame previews) could safely stand behind. The remaining question thus stands: will it be good? Well, if the final is as slick as the current revision, we could be looking at the best Twisted Metal yet.

This time around, the Twisted Metal show is run by ol' Sweet Tooth himself, after he ousts Calypso from power (as chronicled by a rather humorous FMV intro). With a crew of demented midgets behind him, he takes the throne, declaring the competition open to all comers. A decidedly motley lot responds; you'll be able to get behind the wheel of a Cushman, a moon buggy, a pizza delivery boy's Geo Metro and a 1940s-era German uber-tank, to name a few of the more bizarre vehicles in the fourth competition. The graphics are incredibly polished so far, with very little warping or polygon errors, and the field of view is very clean. Special effects are by far and away the best seen in the series to

date, with plenty of neon pyrotechnics and explosive sunbursts to keep your fragile retinas overworked. Best of all, the control has been completely overhauled: the floaty and hyperreactive controls of Part Three are but a distant memory, replaced with incredibly tight and precise ones. This will certainly please fans of the first and second titles, as the game feels far more like the expected evolution of the series, rather than Rally Cross with guns. A four-player mode has been articulated, and plays reasonably well, even with all the action on-screen. And if things get too choppy, there are a number of visual options for you to select or deselect in order to customize the gameplay to your preference. Throw in more weapons than you can shake a Gatling gun at, the ability to include a CPU ally during play, hidden combination attacks, and over eight massive and varied arenas, and you'll find that 989 has left no stone unturned in their quest to deliver the biggest, baddest sequel yet.

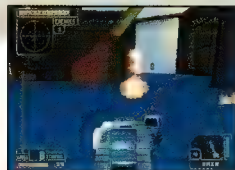
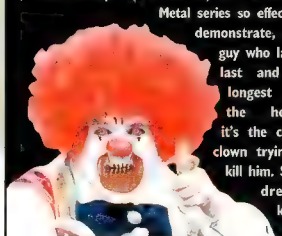
So, it plays like Twisted Metal 2, but has fourth-generation visuals and enough options to make a clown cry—that's the sort of sequel we expect of a classic, million-selling line. With the release of this game, 989 may be satisfying the sweet tooth of vehicular deathmatch fans everywhere.

**8** Eight vast fields of carnage await the avid auto dueler.

## Can't Sleep...Clown'll Eat Me

As that icon of '90s social commentary, Jack Handey, once observed: "To me, clowns aren't funny. In fact, they're kind of scary. I've wondered where this started and I think it goes back to the time I went to the circus, and a clown killed my dad." Even if you haven't read (or seen the TV adaptation of) Stephen King's *It*, with its razor-toothed killer clown, you've gotta admit: Clowns are just plain creepy. Is it the whole John Wayne Gacy thing, where a painted smiling face might conceal the pathologically demented creature beneath? Or is it their desperate masochistic behavior, their need to make us laugh by causing themselves abject humiliation, that disturbs us? Maybe it's just the atrocious fashion sense? As *Final Fantasy 6* (3 in the US) and the Twisted

Metal series so effectively demonstrate, the guy who laughs last and the longest isn't the hero—it's the crazed clown trying to kill him. Sweet dreams, kids.



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Theme: Action

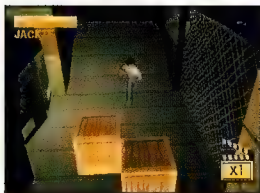
# of Players: 1

Availability: February 2000

Developer: Radical Entertainment

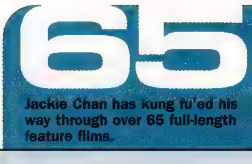
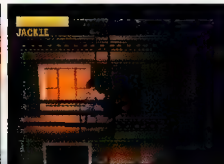
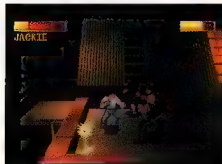
Publisher: Midway

URL: www.midway.com



## Jackie Chan's Stuntmaster

The star of *Twin Dragons* takes on Double Dragon



His fists may be Gouraud-shaded cubes, but those baddies'll never see 'em coming. The levels may look a little sparse on textures, but everything moves very fluidly and the action is easy to discern. The bad guys, on the other hand, are possibly a bit too bland for their own good.

Jackie Chan, perhaps the best known action star in the world, is rather well-known among moviemaking circles for his refined sense of masochism—he does all his own stunts, and has the scars to prove it. No action scenario is too dangerous, no pratfall is too potentially fatal for the Drunken Master himself to expertly tackle, accompanied only by his remarkable sense of comedic timing and his perverse ability to ignore danger in the effort to make a fight scene look as cool (and as painful) as possible.

Now Midway and Radical Entertainment are offering you the chance to play the role of Jackie Chan in a multi-level beat-em-up, putting the "stuntmaster" through his paces as he tackles hordes of generic

baddies and performs death-defying escapes. Jackie, under your expert auspices, will be plowed into the asphalt by rogue trucks, launched off the edges of multi-story buildings into the rather wooden embrace of boxes far below, and get introduced to more blunt trauma than a mob rat in a Robert DeNiro film. Of course, it wouldn't be Jackie if he didn't do some damage in return, kung fu style—Jackie has a repertoire of punches, kicks, and combination moves that'll put some serious hurt on the bad guys. And, as expected, you can use the environments to dangerous effect—grab a chair or knock over a stack of crates to send your foes to the floor.

The game itself is laid out like an action movie—pick a set, such as Chinatown or an ancient temple, and then rumble your way through

it, smacking baddies and engaging in a little platform action here and there. Lives, of course, are called "takes"—the game itself presupposes to be a sort of Jackie Chan movie gumbo, taking its cue from his more well-known movies, like *Rumble In The Bronx* and *Police Story*. Jackie Chan himself lent his moves, via motion-capture, to the game, just to add the final authentic touch.

If one complaint could be made, it would have to be that the character models are lacking in detail, and that the personality we expect from Jackie Chan villains doesn't shine through. Still, if Double Dragon-style action is your game, or if you're just a fan of Jackie's cinematic style, *Stuntmaster* may be the rush you're looking for.



### Jackie Chan's Action Kung Fu

Fans of the venerable TurboGrafx-16/PC Engine will no doubt note that Jackie's polygonal incarnation in his eponymous *Stuntmaster* title is not his first appearance in a videogame—he starred in Jackie Chan's *Action Kung Fu* on the aforementioned classic console. In this title, Jackie—his head ridiculously enlarged through the malicious use of 16-bit power—must save his girlfriend Jacqueline, heinously abducted on their first date by a 3000-year-old demon. After that, it's hop, bop, kick and punch through several linear levels, which featured the use of that newfangled parallax scrolling effect all the nerdy kids were talking about. And look at those sprites—they must have more than four colors!





## Dave underestimated the party guests' hatred of charades.

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**If only he'd suggested  
YOU DON'T KNOW JACK.**

CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get **YOU DON'T KNOW JACK** and nobody gets hurt.



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Theme: Sports

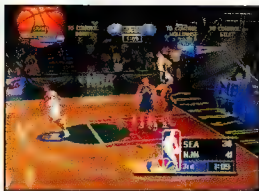
# of Players: 1-4

Availability: November 1999

Developer: Eurocom

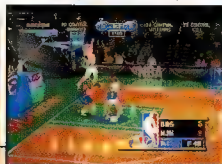
Publisher: Midway

URL: [www.midway.com](http://www.midway.com)



# NBA Showtime: NBA on NBC

Another Midway arcade sports classic heads home



As even a chimp could tell from these shots, the PS version of Showtime is pretty close to the arcade, visually. What said chimp couldn't tell, though, is how sad it is to see the Sonics losing to the Nets.

If there's one thing that Jeff Turmell and his team at Midway do better than anyone else, it's make arcade sports titles that are simple to pick up, but surprisingly difficult to master. Sure, in the end, they're really not all that much like the sports they purport to represent, but the fantastic nature of rules-free football or having Gary Payton dunk on Keith Van Horn is hugely entertaining unto itself, putting familiar players into wild scenarios. It's obvious that the folks at Midway recognize that, at the end of the day, it's all about the gameplay, and stats and realism be damned. Pare down the rule book, give us basic controls (but with a lot of technique), throw in our sports heroes, and you've got a party classic.

NBA Showtime, like NBA Jam before it, is simple two-on-two basketball, with as few rules as possible. In Midway's world, a half-court shot is a reasonable

gamble, white men do dunk, and an offensive foul is solely when your roommate hits you with a controller after an "on fire" scoring assault. Unlike NBA Jam, however, the game features fully polygonal players with distinctly recognizable features, motion-captured animation, extended player stat tracking, and the "NBA on NBC" license. Also intact is the "create a player" option from the arcade, allowing you to pair yourself up with Karl Malone and other NBA notables. Each licensed team has at least four of its better-known players in its roster for you to choose a pair from, of which one is controlled by you and the other by another player or the CPU (in a single player or 2P versus game).

The graphics are astonishingly good, with the frame-rate always glassy smooth and the players' details readily apparent. The exaggerated animation helps bring out the classic Midway arcade personality,

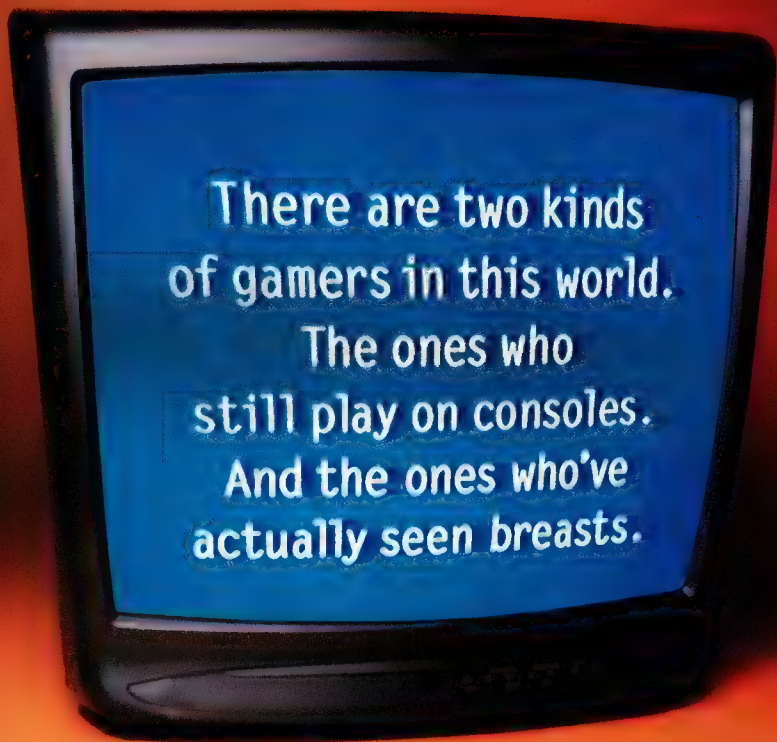
with 720° dunks and jumps that defy all the known behavior of gravity. The interface and stat tracking are straight out of Blitz, so fans of said arcade footballer will feel right at home. Repeated good performance will put a character "on fire," where he will be able to do even more spectacular dunks and courtbound feats. And, as with Blitz, the more you play it, the more subtle nuances you'll discover to both offensive and defensive play styles, and the more you'll appreciate just how savvy the Midway design teams are.

As with Blitz and NBA Jam, Jeff Turmell and Midway have come up with a game that breaks across the flimsy genre boundaries and provides an entertaining multi-player experience to both avid sports fiends and those looking for a good party game. If the arcade title is any indicator, basketball fans will have a lot to look forward to when this title is released.

## Adventures in Create a Player

One of the most entertaining aspects of sports titles these days, at least for those of us with a deviant bent of mind, is the "Create A Player" mode most offer. While NBA Showtime's player creation mode won't dethrone WWF Attitude's as the most comprehensive editor out there, it does offer a good range of visual and statistical customizability. There's quite a plethora of faces to choose from, as well as builds, and your point pool is limited so as to prevent you from creating an uberplayer and pounding all of your videogame cronies into the pavement. A list of amusing nicknames offers up a potential moniker for the announcer to address your character's exploits with, and special characteristics, such as an overinflated head, give your on-court alter ego a dose of personality. Best of all, you can save your character to a memory card, tote him over to a peep's house and bring your roundball rivalry to the small screen. Also, once you start winning games you'll be rewarded with stat boosts for your created player. Max them out and you'll be all but unstoppable!





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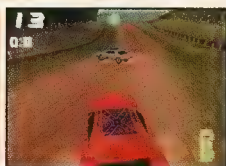
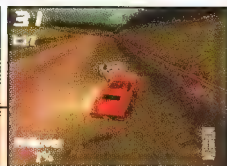
**Racing**  
November 1999  
**Sinister Games**  
Southpeak Interactive  
www.southpeak.com



# Dukes of Hazzard: Racing for Home

Good old highway hijinks come home at last

In the picture to the left, the Duke boys have to stop a speeding thief by forcing the truck off the road before time runs out.



Just two good ol' boys, never meanin' no harm. Beats all y'e'ver saw. Been in trouble with th' law, since the day they were born.

**T**he Dukes of Hazzard game, subtitled "Racing For Home," puts you behind the wheel of TV's most notorious Dodge Charger as you take on the role of a "modern-day Robin Hood" and stir up trouble with Boss Hogg. Rather than rely on simple racing clichés to deliver a generic racer painted with the colors of the classic show, Sinister Games and Southpeak are trying their durnedest to put you smack-dab in Hazzard County. Sure, racing figures into the equation, but it'll be away from Roscoe, Cleatis and crew, or against rivals in order to snag prize money and prove the General Lee to be the slickest set of wheels around. As a result, the game is broken down into missions, where a significant goal is to be accomplished, such as rescuing Daisy from carbound thugs or getting Uncle Jesse to the bank before

the Duke family farm suffers a foreclosure. This generally involves selecting the best route (over the broken bridge, of course, and through Sumner's henhouse), demonstrating to villains and cops alike exactly why them Duke boys are so notorious. At your command are a variety of unorthodox driving techniques, including a bootlegger's reverse, extreme powersliding, and the classic "driving on two wheels" stunt so often employed. On top of that, power-ups litter the dirt roads and highways, giving you a nitro boost when needed or providing a smoke screen when ol' Enos starts getting too close for comfort. The General Lee will also start to show wear and tear if it takes too much abuse, and its performance will start to deteriorate as damage is accumulated. Drive like a Duke, and you'll thwart evil Black Jack Perri's plans for Hazzard County. Drive like Roscoe, and you'll end up dangling from the chain of Cooter's tow truck.

In terms of presentation, the graphics and sound are shaping up

nicely, with little touches that show the programmers' dedication to delivering a real Hazzard County experience, such as Luke leaning out of the window to launch a TNT-loaded arrow at obstacles and the voice clips from Roscoe and Daisy as you tear up the countryside. The missions have rendered FMV intros that feature the voice of "The Balladeer" as he spins a yarn about "two good ol' boys," just like the beginning of a TV episode. And, as a bonus for Hazzard fans, the two-player modes (Hot Pursuit, Derby and Race) feature a number of selectable vehicles from the series, including J. D., "Boss" Hogg's Gray Ghost and the infamous "Double Zero" roadster. Yee-haw!

With a classic license that steers away from clichés and a solid play engine rumbling beneath its brightly painted hood, The Dukes of Hazzard: Racing For Home might just have what it takes to maneuver into your home this November. Now, if someone would do justice to "The A-Team" license...



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Fight in a Gang

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Faster Cars, Busier Streets.

Newer Bad Guys.

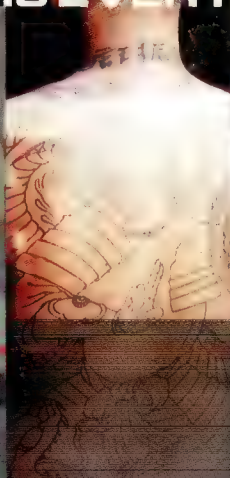
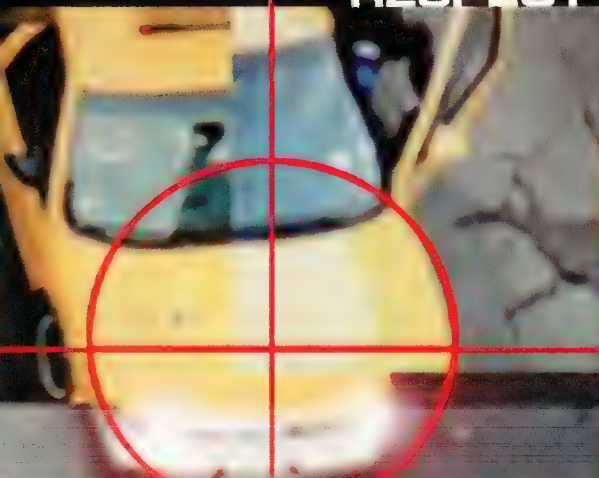
More Aggressive Police

And now, the FBI and the  
Army are getting involved.

GRAND THEFT AUTO IS BACK

# GTA2

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# V-Rally Presented by Need for Speed



**R**ally racing, as fans of the sport well know, is perhaps the most grueling test of vehicle performance and driver endurance possible. A driver, accompanied only by his navigator, is forced to drive as fast as possible through treacherous and unfamiliar terrain in the hopes of accumulating the best times over a large number of courses. Most rally games, perhaps irresponsi-

bly, make the sport seem like a pastoral version of amateur stock car racing, in the interest of making the competition seem more intense.

V-Rally 2, on the other hand, offers a fully detailed sim experience, letting you take 26 popular rally cars, such as Subaru's amazing Impreza and the new Ford Focus, over 80 tracks of grueling terrain. Sure, you can play it in arcade mode and race against three other competitors, but the real meat lies in the simulation modes: It's just you, with your navigator barking out turns, against the grueling terrain. Gravel, snow, ice, mud and dirt will be your real competition, and your ability to make controlled powerslides will be put to the

test. Gorgeous car and terrain graphics (marred only by some minor draw-in), a realistic car physics engine, and a working vehicle damage model flesh out the package into a deep and accurate simulation of rally racing. The controls feel much tighter and much more natural than they did in the previous V-Rally offering; with a little practice, you'll soon be kicking up dust and snow like a pro.

If the arcade antics of the Rally Cross games left you craving a more accurate depiction of the sport, then look no further: V-Rally 2 Presented by Need for Speed is to 989's racer what Madden 2000 is to NFL Blitz. Hardcore racing fans should be on the lookout for this competitor.

**Theme:** Racing  
**# of Players:** 1-4

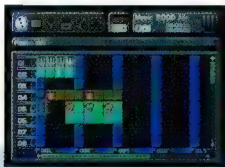
**Availability:** November 1999  
**Developer:** Infogrames/Eden Studios  
**Publisher:** Electronic Arts  
**URL:** [www.ea.com](http://www.ea.com)



# MTV Music Generation

**Theme:** Misc  
**# of Players:** 1-4

**Availability:** November 1999  
**Developer:** Jester Interactive  
**Publisher:** Codemasters  
**URL:** [www.codemasters.com](http://www.codemasters.com)



**I**n an era when every developer and his neighbor is making a snowboarding game or a "stealth action" title, it's nice to see a little promising innovation. Enter Jester Interactive, the developers of Codemasters' forthcoming "music development game," MTV Music Generation. In their game, you take on the role of producer, mixer and musician as the package allows you to easily blend and manipulate thousands of sounds, riffs and melodic tracks to create your own aural masterpiece. If that wasn't enough, you can grab samples off your own audio CDs, and later create your own video using the hundred of

prerecorded clips and effects.

Sounds a bit complicated, eh? Well, it's not—no musical ability other than a little innate creativity is required. The interface is elegant and manageable, allowing novices to quickly get up to speed and produce ear-pleasing tunes, all the while allowing plenty of advanced options for the pro to really tweak out that perfect melody. The most potentially amusing aspect of the game, though, comes from its "multi-player" modes, where up to four people can "jam" using PlayStation controllers and later save the results to disc. Even the most unskilled or drunk of your

buddies can contribute, thanks to the game's "smart" play algorithms. Any song thus created, be it alone or by jamming with friends, can be saved to the memory card and added to a "compilation," using the extensive song-mixing desk.

From the "sound" of it, Jester Interactive is on to something here; MTV Music Generation combines the easy-to-play technique of Konami's BeMani and Guitar Freaks titles with a fully realized, comprehensive creative environment. Future DJs, or those just looking to jam without taking guitar lessons should take note (ha) when MTV Music Generation arrives.

Making music is easy, honest. Just select a riff, pick a track and "paste" it in. Start a drum line, add in some bass and then start loading the samples. Congratulations! You're a DJ.



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YOU BOWL. HECK, YOU EVEN LET HIM CHANGE THE RULES.**



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AND YOU'RE ALONG FOR THE RIDE. AS FRED, BARNEY, PEBBLES, BAMM-  
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# March Madness 2000

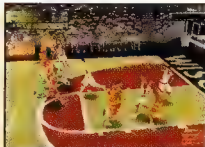


Theme: Sports  
# of Players: 1-8  
Availability: Q1 2000  
Developer: Black Ops  
Publisher: EA Sports  
URL: [www.easports.com](http://www.easports.com)



First, the game runs at a constant 30 frames per second—combined with new animations like cross-over dribbles and stutter steps, the realism level is noticeably improved. Behind these new animations is a brand-new offensive system called Dynamic Ball Control. "DBC" expands upon basic ball handling skills—you now have the ability to sidestep or backup dribble, jab or stutter step, pivot or go into a triple threat (dribble, shoot, pass) position. If that's too complicated for you, a one-button mode is implemented for easy pick-up-and-play. The Dynasty mode, an advantage

EA still has over the competition, returns with some new improvements regarding team information and recruiting options. Of course, the one thing that separates college sports games from the pros is atmosphere. Fortunately, March Madness does not skimp in this area. Color commentary is done by everyone's favorite college b-ball enthusiast Dick "It's serendipity baby!" Vitale. Crowd chants, official school fight songs, and a momentum meter brings the spirit of college athletics home. So far, March Madness 2000 looks to be improving on all of last year's negatives.

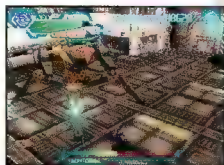
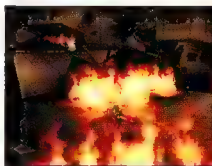


Coach cut you from the team? With MM2K's Create-A-Player mode, you have a second chance to be the most popular guy on campus.

The college basketball season is almost upon us, and EA Sports is busy working on the latest installment of their college hoops series March Madness. After narrowly losing last year's battle to the competition, EA has made many improvements to this year's version.

# Silent Bomber

Theme: Action  
# of Players: 1-2  
Availability: Q2 2000  
Developer: Bandai  
Publisher: Bandai America  
URL: [www.bandai.com](http://www.bandai.com)



Although the title "Silent Bomber" implies a game laden with stealth technique and munitions tactics, this game is anything but quiet. An original title from Bandai, Silent Bomber features more intensity and thundering explosions than a week's worth of TNT programming, and that's no joke. Think Ikari Warriors meets Bomberman, with a little Raystorm thrown in for good luck, and you might have a faint idea of what Silent Bomber is about.

In the game, you take control of the silver-haired Youta, a young military operative equipped with the ability to lay

plasma charges and then detonate them at will. With the right power-ups, up to eight charges can be laid at once (in separate or the same locations), producing a radiant sunburst of destruction. Sound simple enough? Well, you also have the ability to "lock on" to moving foes, and launch charges at them for detonation—make sure they aren't approaching when you decide to throw the switch, or they'll be peeling you off the walls, too. Gameplay, interspersed with rendered cutscenes, is hyper-intense in a very old-school way—you'll be dodging enemies and detonating bombs right and left, with little

room for a breather. Special bombs, such as the Napalm Charge and the Gravity-Liquid Bombs, add some extra flavor to your destructive rampage. And, just to cap it all off, the bosses are massive biomechanical entities with eye-searing special attacks and plenty of stamina. You have to be quick and smart, or you'll be ashes.

In some ways, Silent Bomber is an anti-stealth title—it's flashy, it's loud and it's amazingly kinetic. With tight controls and spectacular boss encounters, Silent Bomber could be the explosive fix fans of 32-bit action titles have been waiting for.

Programmer or gamer, there's a digital challenge for you at the

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US\$50,000

Grand Prize!



Samsung's Digital Diversion is offering programmers a cool US\$50,000 grand prize in a winner- takes-all contest for the hippest, hottest Shockwave or Flash Web game from Oct. 6~Nov. 30.

Then we're going to put that winning game on the web and let gamers duel it out until Jan. 27 in a high stakes contest giving away cool Samsung digital products like SyncMaster TFT-LCD monitors, digital camera and Yepp portable MP3 players. Check it out online at [www.samsungelectronics.com](http://www.samsungelectronics.com) or [www.shockwave.com](http://www.shockwave.com). It just might be the most profitable diversion you've ever had.



I've got more  
points than a  
porcupine  
sandwich.  
My game is like  
a pair of  
parachute  
pants.  
It makes

I've seen more  
than  
two and  
four.



you look  
bad.

I cover  
more  
court  
than  
Doug

Wenablene  
My game had  
more levels than  
a downtown parking  
garage.

NEW YORK  
23

I'm  
like a  
holly  
wood  
agent  
I represent  
a lot of  
talent.



IN THE ZONE  
2000





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PS Extreme - GOLD, EDITORS CHOICE, 93%  
“... my favorite PSX racing game so far this year.”

NextGen - 4/5 “A must-buy.”

GameFan Network - 97% “It’s very rare to play a game that truly has it all,  
and SledStorm absolutely has it all.”

Electronic Gaming Monthly - “Game of the month.”

Sledneck (above) spoils summit conquest:

Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Dom & Roland, Uberzone, and E-Z Rollers. Slow down to admire the landscape and you’ll be buried in it.



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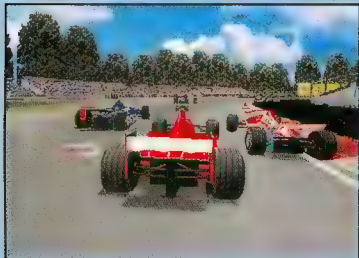
**SLED  
STORM**

[www.sledstorm.com](http://www.sledstorm.com)



## Formula One 99

This year's F1 entry from Psygnosis features input from a real F1 race engineer and promises the most realistic F1 experience ever brought to a home console. From what we've seen, we can say that might be a pretty safe claim.

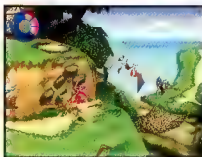


**Theme** Racing **Publisher** Psygnosis  
**# of Players** 1-2 **Developer** Studio 33  
**URL:** [www.psygnosis.com](http://www.psygnosis.com)



## Tomba 2

Wahoope Camp's freakish pink-haired hero returns to kick some curly tailed heinie in this sequel to one of the PlayStation's better platformers. Now Tomba's world is in full 3D, incorporating more elements of exploration. This time around, the piggies have kidnapped the love of Tomba's life, forcing our favorite wild child to take action. New enemies, weapons and techniques will be available, as will all the RPG elements of the original. Wahoopee!



**Theme** Action **Publisher** SCEA  
**# of Players** 1 **Developer** Wahoopee Camp  
**URL:** [www.scea.com](http://www.scea.com)



## TNN Motorsports Hardcore TR

The off-road racing subgenre gets a distinctive new entry with ASC Games' **Hardcore Truck Racing**. Sporting a slick graphics engine that allows for a variety of realistic environmental effects, and hosting over 30 different tracks, this turf-thrashing beast of a racer promises "hardcore" action.

**Theme** Racing **Publisher** ASC Games  
**# of Players** 1-2 **Developer** ASC Games  
**URL:** [www.ascgames.com](http://www.ascgames.com)

**Theme** Sports **Publisher** Infogrames  
**# of Players** 1-4 **Developer** Infogrames  
**URL:** [www.infogrames.com](http://www.infogrames.com)



## PGA European Tour

Infogrames brings home a golf sim set in a European atmosphere, replete with a snooty Brit announcer. Courses from the EPGA tour are the highlight of this rather typical golfing title, and you don't have to wear polyester trousers or that silly cap to enjoy them. Spot on, old bean!

# Feeling Lucky?

Fire up the lava lamp, throw on some gold chains, load up Vegas Games™ 2000 and cha-ching! You'll be rollin' with the players faster than you can scream "Hit me!"

We're talking classic casino games here. With sounds and graphics so money, all you're missing are the honeys and the highballs. Games like Blackjack, Deuces Wild, Craps, Seven Card Stud, Roulette and Baccarat. There's slots more where those come from too... over 20 sure-bet games. So skip the lounge act.

Elvis impersonator not included.

This is the real deal.

## VEGAS GAMES™ 2000



As much fun as the law allows.  
And easy? One word: Cake.

You'll think you're on the Strip,  
with graphics more serious than  
a casino floor bouncer.



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www.3do.com





## K1 Gran Prix

The world's most brutal sport comes home courtesy of Jaleco. Sixty-frames-per-second action and detailed fighter models, as well as a new "Create A Fighter" mode make this the most complete kickboxing title on the market. Bring the pain!

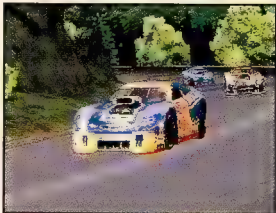
**Theme Fighting Publisher Jaleco**

**# of Players 1-2 Developer Xing**

**URL: [www.jaleco.com](http://www.jaleco.com)**

## NASCAR Rumble

This NASCAR offering from EA Sports takes a different approach than the previous licensed titles: it's a decidedly arcade-style racing experience, with a wide variety of course layouts outside of the standard oval. Race off-road or through the city streets in a high-speed stock car, or even a truck.



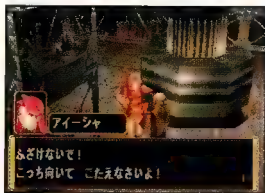
**Theme Racing Publisher EA Sports**

**# of Players 1-2 Developer EA Sports**

**URL: [www.easports.com](http://www.easports.com)**

## Alundra 2

Alundra is back...sort of. Although the name is the same, the character and setting are new. Blessedly, Contrail has done an incredible job of capturing the distinct feel of Climax/Matrix titles—in fact, Alundra 2 seems more like the earlier Landstalker (especially with the spiffy new 3D engine), than Alundra itself. Clever puzzles, humorous characters, and a shockingly well-done 3D environment await action-RPG fans next year.



**Theme RPG Publisher Activision**





**# of Players 1 Developer Contrail**

**URL: [www.activision.com](http://www.activision.com)**



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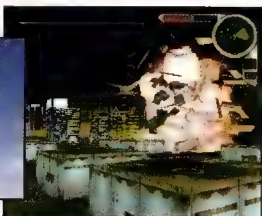




## Iron Soldier 3

The two Iron Soldier titles were one of the few convincing arguments to own the ill-fated Atari Jaguar console. Now, the third installment in the series is coming to the PS in grand form, with all of the 10-story mechanized mayhem you could ask for. Detailed polygon graphics and well-done FMV accentuate an appealing premise.

**Theme Action** **Publisher Telegames**  
**# of Players 1** **Developer Eclipse**  
**URL:** [www.telegames.com](http://www.telegames.com)

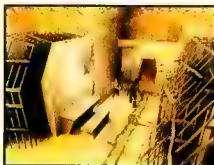


## Planet of the Apes

Those damn, stinking, dirty apes are coming to take over your PlayStation next year. Can you escape from Dr. Zaius' clutches?



**Theme Action** **Publisher Fox Interactive**  
**# of Players 1** **Developer Visiware**  
**URL:** [www.foxinteractive.com](http://www.foxinteractive.com)



## Prince of Persia 3D

The evil Vizier Assan is back, and he's captured the beveled beauty you love. It's time to show him who wears the turban in this town. Expansive 3D levels filled with cunning traps, impossible leaps and nefarious foes offer a princely challenge—will your nimble toes and scimitar skills be up to the task? Motion-captured movements, detailed polygonal environments, and complex stage layouts flesh out the action in this 3D remake of the Jordan Mechner platform classic.



**Theme Action** **Publisher Mindscape**  
**# of Players 1** **Developer Avalanche**  
**URL:** [www.mindscape.com](http://www.mindscape.com)

## Renegade Racers

If you like your racing "wacky," then Interplay has just the game for you. Play one of several social misfits out to prove their mad driving skills in this unusual racing title.

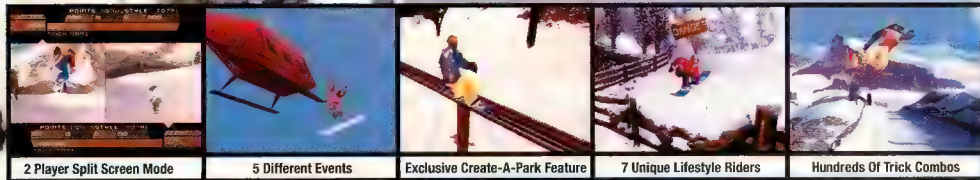


**Theme Racing** **Publisher Interplay**  
**# of Players 1-2** **Developer Promethean Studios**  
**URL:** [www.interplay.com](http://www.interplay.com)

# This is no time to second guess yourself.

## Killer soundtrack including music performed by

Blink 182, Ministry, Fear Factory, H<sub>2</sub>O,  
Voodoo Glow Skulls, Jol, Lagwagon,  
Ten Foot Pole, Pulley, Face to Face



2 Player Split Screen Mode

5 Different Events

Exclusive Create-A-Park Feature

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## Street Fighter EX2 Plus

Q4 1999, Capcom

The PS2 may be getting SFEK3, but regular PlayStation owners won't be left out this winter thanks to this conversion of the latest EX arcade game. Improved graphics, 20 playable characters, extra modes—rest assured it'll be getting the full treatment from Arika and Capcom.



## Samurai Spirits

December, SNK

There have been 3D Samurai Spirits games (known here as Samurai Shodown) in the arcade, but never for a home system until now. In fact, this new SS title is not an arcade conversion at all, but the first SNK fighting game made specifically for the PlayStation. Subtitled "Resurgence of Purple Blade" (a very rough translation), the new game takes place 20 years after the last Samurai Shodown, with older incarnations of several characters (including Haohmaru and Hanzo) also back for more one-on-one weapon-based combat.



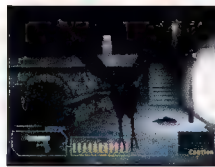
## Resident Evil Gun Survivor

Capcom

Capcom gave a first peek at its new PlayStation adventure/light-gun shooting game, Biohazard (Resident Evil in the U.S.) Gun Survivor in a playable demo last month at the Tokyo Game Show.

Instead of the typical arcade-style gameplay of most gun shooters like Time Crisis or Elemental Gearbolt (where you automatically move down a predetermined path), Gun Survivor gives you total control over your movement. Players point the light-gun

controller away from the screen and fire once to step forward, hold the trigger down to dash, fire twice and hold to walk backward, and use the red A and B buttons on either side of the GunCon to turn left or right. By tapping the A and B buttons twice, you'll do a quick 180° spin. The effect is similar to shooters like Quake but with all the controls handled via the GunCon and a couple other key differences: Since you have to point the gun off the screen to get around, you can't move and fire at the same time, and you can't look up or down on your own. When



Theme Shooting # of Players 1  
Availability TBA Developer Capcom



your view needs to be tilted (to fight enemies low on the ground or in the air), the game does it for you automatically.

It's definitely a new twist on the Resident Evil formula, but there are plenty of familiar survival-horror elements as well. The zombies are back, of course, and now you can target them wherever you like, shooting out their legs, blasting forearms, whole arms, or taking their heads clean off. As you hit zombies, their appearance even changes to show damage. Other enemies we've seen include crows, spiders, dogs, the "hunter" monster from RE1 and the "licker" creature from RE2.

Also like previous Resident Evil titles, Gun Survivor has adventure game aspects to go along with all the shooting. You have to gather and use keys, notes, and other items (which you manage through the familiar inventory screen) to solve puzzles and progress through the game.

No release date has been set for Gun Survivor in Japan and it hasn't been announced yet for the U.S., but you can be sure we'll be hearing more about this one soon.

## Parasite Eve II

Square

We saw a very brief glimpse of this sequel to the hit "Cinematic RPG" at

the E3 show back in May, but Square didn't come clean about Parasite Eve II until the fall Tokyo Game Show last month.

Set three years after the first game, you once again play as Aya Brea, this time battling the mitochondria in several different cities, starting in Los Angeles. The battle system shows some interesting improvements; when Aya gets into a battle, the action begins right on the spot, she can run around freely in combat and there's a ton of new parasite energy spells. PEII will be out in Japan this December, with a U.S. release following sometime in 2000.



Theme RPG # of Players 1  
Availability Dec. Developer Square



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"KICKER"  
in seat

Model IGS 500

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Take 2 as often as needed.

## Suikoden<sup>®</sup> II



Here, powerful spells can save your life. Of course, that's not to say you won't need the dozen or so weapons and armor available to you. Or that the 108 friends willing to fight for you won't come in handy. It's just, when it comes to slaying mythical beasts and whole armies, having the odd rune up your sleeve is just what the doctor ordered.

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Dawn

Genera





# of the Next tition

a  
stark yet  
beautiful  
harbinger  
of a  
revolution  
in  
interactive  
entertainment  
the  
PlayStation2  
represents the  
beginning of  
a new age

#### Life as we know it is about to change

Like the mysterious black monolith that appeared at key moments in 2001, A Space Odyssey, the PlayStation2 has emerged at the dawn of the new millennium, and thrown the gaming industry into a tizzy of excitement and curiosity. But Sony Computer Entertainment's next-generation system is poised to change much more than just video games.

"The new system is not just a technology upgrade to an existing console," notes Kaz Hirai, president of SCE. "This is not just a PlayStation sequel. From the planning and the development of the system to the game design to its role in home entertainment, the PlayStation2 represents a quantum leap forward. And when you consider all that the PS2 has to offer, you realize that's much more than a bunch of pre-launch marketing hype.

Start with Sony's powerful 128-bit Emotion Engine, built to outperform even the latest high-end PCs—and at only a fraction of the cost. Next you have full backward compatibility and the DVD format, giving

Illustration by Tsuneco Sando





The PlayStation2 is set up to function either horizontally or as a tower (pictured here). Gray has been replaced by "Space Black," a color meant to evoke the infinite possibilities of space.

the system the ability to play DVD movies and all current PlayStation games right out of the box. Finally, look at all the room for expansion—two USB ports, a PC Card slot, and a Firewire plug—will allow you to hook up everything from modems to digital cameras to high-capacity hard drives, all as quick and as easy as plugging in a toaster.

## "We have developed the most advanced computer entertainment system on earth."

Now maybe you can start to understand why the PS2 is being talked about not as an evolution, but as a revolution in home console systems. Sony's ambitious goal with the PS2 is to change the whole way we view electronic entertainment, right down to the way we think about our televisions. "For most people the TV set is a way of passively receiving information," says Phil Harrison, SCE's vice president of research and development. "I think the next-generation PlayStation will revolutionize the relationship between the consumer and that TV set." Indeed, the PS2 is a console with even more potential than its tech specs could indicate.

### Soul of the Machine

But before we jump too far ahead, it's important to remember something that Sony has stressed over and over: The PS2 is first and foremost a game machine. "Initially our focus is games," says Harrison. "This is a game system, it will be the best game system the world has ever seen and is going to deliver some unbelievable game content."

If the fall Tokyo Game Show was any

indication, we're already impressed. Tekken Tag Tournament, Shin Ridge Racer, The Bouncer and Gran Turismo 2000 are only a few of the incredible games we've seen so far, and that's just the tip of the proverbial polygon.

By the time the PS2 was revealed last month, 162 third parties had already pledged their support for the system—a number that's growing every day. Sony also named 85 titles in development at the unveiling and said they're aware of 128 currently being worked on. "This represents the broadest and deepest software support of any game system in the history of our industry," Harrison said at a press event. All this for a system that was still six months from release.

How did Sony manage to line up such an impressive array of support, especially for a system that was rumored to be too advanced for many developers? Simple: by reinventing the development process. Through its "middleware" program, Sony is offering a series of technologies and software solutions that developers can use as tools and shortcuts in creating their games. More than just leveling the

playing field and allowing smaller shops access to the system, middleware will help developers focus on the most essential element: gameplay. "The ultimate beneficiary of all this is the consumer," claims Harrison, "because games will be more fun, there'll be more of them and they will be at a higher level of technical quality."

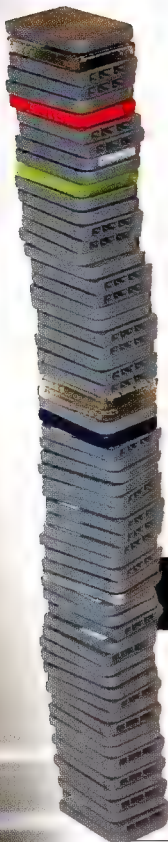
### A Link to the Future

Game machine or not, the PlayStation2 is too powerful, too well-connected to ignore its potential. Firewire, for example, enables users to connect any number of home audio and video devices, and as these devices become more interconnected within a household, the PlayStation2 could easily become part of that network, maybe even the central device. Or through its PC Card slot, the PS2 could emerge as a household's primary gateway to the Internet, delivering anything from your morning news to online trading to multiplayer gaming. Still, these are all "technologically simple" applications, according to Harrison. "I don't mean to gloss over them, but they're not key to our long-term strategy, which is broadband delivery of content." What kind of content you ask? How about games, music, entire feature films and more, downloaded right to your home.

Indeed, Sony America's president, Howard Stringer, has even called the PlayStation2 a "Trojan horse." Get it into millions of homes as a "mere" game console, and soon you'll have something that can do so much more. And since Sony has plans to sell a million systems in its first week of release in Japan, that seems like an apt description.

### Breaking and Entering

The home invasion will begin on Saturday, March 4, 2000: one million PS2s will ship that weekend to stores throughout Japan, along with at least 12 launch titles. The U.S. invasion will follow later, sometime in the fall of 2000. The



### massive memory

At 8 megabytes, the PlayStation2's Memory Card has 64 times the storage space of the current PS card. It can also transfer data 250 times faster, and includes Sony's "MagicGate" data encryption technology, a key element in Sony's future online strategy to deliver content through a broadband network.

system will retail for 39,800 yen (roughly \$370)—the exact same price the current PlayStation cost at its initial launch.

So what do you get for that price? The system (of course), AV and power cables, a CD of game demos, a Dual Shock 2 controller and a new PS2 Memory Card.

The high-capacity 8 megabyte PS2 Memory Card can hold the same amount of data as 64 regular PlayStation Cards, and can transfer that data 250 times faster. While there's still no official word about a next-generation PocketStation, there is some chatter that the PS2's beefier card could be incorporated into a new version of the PDA—and that maybe it would even make it over to our shores.

Then there's the Dual Shock 2. Sure, it looks and feels exactly like the current Dual Shock, but Sony has added analog sensitivity to every single button on the controller (besides Start and Select). So, for example, you could slowly accelerate in a racing game by lightly pressing the gas button all the way to really jamming it down for full speed. Even better, since every PlayStation2 owner will have a Dual Shock 2, developers can create games that require and make full use of its features, like Ape Escape did for the original Dual Shock.

### Only the Beginning

Power, performance and potential—three words to sum up the PlayStation2. "We have developed the most advanced computer entertainment system on earth, a console run by technology advanced enough to captivate people's imagination," says Hirai. Well, they certainly got our attention—so much so that we spent the last month gathering pics, interviewing developers, watching DVD

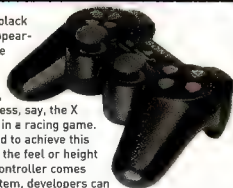
movies (OK, so that part wasn't so tough) and researching every aspect of the PlayStation2 we could think of. What follows is the result of our efforts—so far.

It doesn't end here, not by a long shot. Rest assured that every month from now until launch, if it has to do with PlayStation2, you'll read about it here. Because we can't think of anything better to do for the next three months, 21 days, 43 minutes and 18 seconds until we get our eager hands on that stunning piece of machinery.

Life as we know it is about to get much, much better.

## dual shock 2

Looks just like a standard black Dual Shock, right? Well, appearances can be deceiving. The Dual Shock 2 has analog support in all the buttons except for Start and Select, meaning the harder you press, say, the X button, the faster you'll go in a racing game. Surprisingly, Sony managed to achieve this without noticeably altering the feel or height of the buttons. Since this controller comes packed in with the PS2 system, developers can immediately begin creating games that take advantage of all the Dual Shock 2's functions.



# PS2 Specs for Dummies

By now you've probably seen the PlayStation2 specs list more than once, but be honest—how much of all those terms and numbers did you really understand? Not much, huh? That's OK—that's what we're here for. No, not to explain it ourselves (how the hell should we know what Embedded Cache VRAM is?), but to ask people who actually understand all that technical crap to put it in terms normal humans can understand. Here's the breakdown from our inside source at a PlayStation developer:

**CPU** 128 Bit "Emotion Engine" (EE)

**System Clock Frequency** 294.912 MHz

**Main Memory** 32MB Direct RDRAM

The CPU (Central Processing Unit) is the brain of the PlayStation2. The "Emotion Engine," as Sony has named the chip, actually has several different components to it—namely, two units designed to crunch numbers at high speed (one intended for graphics and one for physics), and an MPEG-2 decompression coprocessor that helps play DVD video discs.

The clock frequency determines how many instructions per second can be performed. Be careful of comparing this number with other consoles or computers; not only does the definition of an instruction vary, but some processors (including the Emotion Engine) perform several instructions at the same time.

The size and speed of memory affects things like loading times, texture quality and more. Direct RDRAM is a new kind of memory, which can run up to 3.2 GB a second (that's way faster than most PCs). Almost more important than the speed of the memory, however, is the amount. The PS2 sports 32MB (megabytes), the most ever in any console. By contrast, Sega's Dreamcast has 16MB of main system memory, and the current PlayStation has only 2MB. Although 32MB may not seem like a lot of memory next to current PCs (which often come with at least 64MB), the PlayStation2 doesn't have to run a general purpose operating system like Windows, so it can make use of its memory much more efficiently.

**Graphics** "Graphics Synthesizer" (GS)

**Clock Frequency** 147.456MHz

**Embedded Cache VRAM** 4MB

The Graphics Synthesizer is the chip responsible for anything drawn to the screen, and it's quite a beast. Its maximum fillrate (that's how many pixels can be drawn to the screen in one second) is 1,200 megapixels per second, with texturing enabled. (Current state-of-the-art PC accelerators have fillrates of around 300-400 megapixels per second.) Considering that a 640x480 screen consists of 307,200 pixels, this means that the GS could draw the entire screen 3,900 times in one second, or 65 times in one frame (1/60th of a second). This allows for advanced effects like translucency with little

or no slowdown. The GS achieves this massive fillrate by actually putting the memory on the same chip; most accelerators have external memory, which is slower.

While it's possible that the actual fillrate in a real game may be somewhat lower, the published specs are still quite impressive: 75 million small polygons per second, or 25 million 48-pixel quadrilaterals with Z-buffering, alpha blending and texture mapping. By comparison, the Power VRDC chip in the Dreamcast maxes out at around 3-4 million polygons per second, according to their published specs.

**Sound** SPU2

**Number of Voices** 48ch plus software

**Sound Memory** 2MB

The more memory you have for sound, the better the audio quality: The PS2's SPU2 chip has 4 times the current PS's 512KB of memory, and supports twice as many simultaneous voices (which is how many different sounds the chip can play at the same time). The main PS2 CPU also is fast enough to mathematically simulate sounds (like many high-end synthesizers do), making the PS2's sound system even more versatile.

**IOP** I/O Processor

**CPU Core** PlayStation CPU+

**Clock Frequency** 33.8688MHz or

36.864MHz (Selectable)

**IOP Memory** 2MB

The I/O processor's job is to manage the high bandwidth USB and Firewire connections present on the front of the PS2, but seeing as how the processor is actually an enhanced version of the current PlayStation CPU it also handles backward compatibility! When it's not being used for anything else, it may also be possible to use the 2MB of memory on the I/O processor as additional memory for PS2 games.

**CD-ROM** 24 times speed

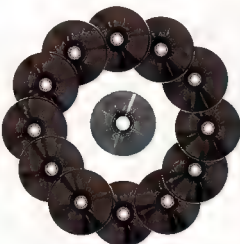
**DVD-ROM** 4 times speed

The drive in the PS2 is far faster than that in the original PlayStation (which was a 2x drive). It's pretty likely that the fast drive along with the 32MB of main system RAM will significantly decrease load times.

## DVD VS. CD

**Quick math quiz:** If one CD can hold 0.64 gigabytes of data, and one double-layer DVD can hold 7.95 gigabytes of data, how many CDs worth of data can you fit on just one DVD? (No cheating and counting the number of CDs in the picture below now.)

The answer: twelve.





Since PlayStation2 games will be coming on otherwise identical-looking 5" CDs and DVDs, Sony is using a handy new coloring scheme so you can tell the two formats apart:



PS2 Software on good of CD-ROMs will be colored this new blue shade...



...while DVD-ROM games will be silver.



Titles made for the original PlayStation will still have the trademark black bottom.

# The Games

What's the most important aspect of the PS2? "It's the games, stupid!"

OK, so the PlayStation2 system looks cool and the specs are certainly impressive—does any of that really matter once you get one home and out of the box? Hell no. Any system is only as good or bad as its software, and the PlayStation2 will be no exception.

So, with that in mind, the following nine pages are filled with info and screens for just about every PlayStation2 game worth caring about so far, along with interviews from the big-name developers on what they think of Sony's new machine. But before we get into the previews, a few things to keep in mind:

- These titles, with few exceptions, have been announced for the Japanese market only. They could change names, characters and more when they come to America, if they come here at all.
- Most developers are still keeping quiet about their PS2 projects, so details and quality screens are hard to come by. Expect this to change in the next few months as the launch approaches.
- A lot of big-name games are on the way that are still under wraps: a new Resident Evil, Star Ocean 3, Bloody Roar 3, Tenchu 2, Ninja Gaiden and many, many more. What you see here is just a very small sample of the more than 130 titles in development.

## what's the buzz?

Of course it's way too soon to judge PlayStation2 games in any meaningful way—these titles are still a long way from release in Japan, much less America—so instead we've rated them all on our handy yet stylish buzz-o-meter. This number (between 1 and 10) isn't a prediction of game quality, but rather a measurement of the current level of excitement in the industry surrounding a title.

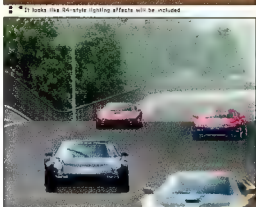
You don't have to believe the hype, but sometimes it's just interesting to know, where it's at.



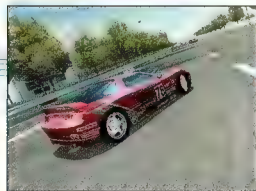
## SHIN RIDGE RACER



It wouldn't be a PlayStation without a Ridge Racer game, right? Namco hasn't revealed much about this upcoming addition to their flagship racing series—even the name ("shin" is just Japanese for "new") hasn't been decided on. What we do know is the footage of SRR they had playing in their booth at the Tokyo Game Show last month kicked ass. A number of cars wound their way around an updated version of the original Ridge Racer track (you know, the one with the big video screen playing Galaxian or Dig Dug), with smoke and sparks shooting out from under the cars when they made jumps or whipped around turns. The graphics already look fantastic, the framerate is super smooth—the only question left is the gameplay, and Namco hasn't let us down yet.



▲ All of the footage we saw in motion was rendered using footage like this.



▲ The one shot of the actual in-game graphics—and it looks just as good as all the other.





# TEKKEN TAG TOURNAMENT

**buzz**  
The game to buy at launch 10

Namco home conversions have often been as good or even better than their arcade counterparts, but never like this. Although the two games presumably play the same, Tekken Tag Tournament for the PlayStation2 graphically kicks the living crap out of the recently released arcade version. The level of detail is astounding; the foreground on the tropical island stage you see here is covered with countless blades of grass, weeds and other plants that sway in the wind or when characters walk by them. Another level appears to be an update to Lei's Chinatown stage, with all the surrounding buildings and glaring neon signs reflecting in the wet streets below. The fighters themselves (there were six to choose from in the playable version at the Tokyo Game Show) are just as visually impressive; they may look like the CG characters from previous Tekken into FMVs, but all these shots are real-time. You may start drooling now.



1 The movie was not changing facial expressions of the characters more than the other anime series.



2 The movie was not changing facial expressions of the characters more than the other anime series.



3 The movie was not changing facial expressions of the characters more than the other anime series.



4 The movie was not changing facial expressions of the characters more than the other anime series.



5 The movie was not changing facial expressions of the characters more than the other anime series.



6 The movie was not changing facial expressions of the characters more than the other anime series.



7 The movie was not changing facial expressions of the characters more than the other anime series.



8 The movie was not changing facial expressions of the characters more than the other anime series.

# 500 GP



6 Looks nice, but who's played it in the arcade?

This motorcycle racing game has been out in the arcades for a while now, and judging from the other Namco titles, should be able to come home fully intact on the PlayStation2. No word yet on any extras or differences from the arcade, but knowing Namco they won't be happy with just a straight port.



## developer interview hideo kojima Director

## TACTICAL ESPIONAGE ACTION METAL GEAR SOLID



**Q: What are the strengths and weaknesses in your game?**

**A:** The graphics capability of PS2, what you and we both will not be that different from existing games. With the appearance of PS1, 2D evolved to 3D. If one wants to re-create that impact with PS2, one must try to expand the game world in an extreme way that can be done only by adding the element of time to 3D and creating things in 4D. The current focus for many people on the PS2 is only its "Hollywood graphics." If this is the direction taken, what we will be seeing won't be that different from current PlayStation and Sega Dreamcast titles. Just like when games evolved from the 8-bit Nintendo to the 16-bit Super Nintendo, graphics and sounds will improve while playability remains the same. Fighting and racing games have become far more beautiful, but controls, gameplay and the game experience all remain the same. What's important is what you want to express with the PS2 and where you want to use its high-speed calculation capabilities.

**Q: What percentage of the PlayStation2's total potential do you think these first-generation games will use?**

**A:** The first games will probably make good use of the machine's capabilities, but I think it will take 3 years for games to make complete use of the total potential of the PS2.

What's key for where to use those capabilities and what to make stand out. After a while, we will be able to tell with increasing things will appear. However, this is not going to happen right away.

**Q: How would you categorize developing for the PlayStation2 as opposed to developing for the first PlayStation?**

**A:** Items, systems and ways of expression that have become "givens" in existing games will no longer be able to survive as "givens." When we present the player with realistic cinema-quality graphics, how are we to show life gauges and life-restoring items on the screen? When everything shifts toward reality, a bunch of these existing rules in the game world become obstacles. In addition, as the graphics and sounds become more realistic, game creating becomes extremely time-consuming. When the human models become more realistic, backgrounds, items, outfits, etc. all become more realistic. Then motion and everything else in the game must also be made more realistic to avoid discrepancies. If one were to create a game of a size equivalent to a PS1 game, it will probably take 2-3 times as much time. Scenario-based games will be facing a choice—whether to spend five years and release a whole game or release half a game every two and a half years.

**Q: How do you see the future of the PlayStation2 in the next generation hardware?**

**A:** With the DVD feature, PS2 will sell a lot. Regardless of the game software (killer apps), this is a system that will sell because of what the machine is all about. Since the directions Sega and Nintendo are taking differ from this, I think they will coexist. Just like human genes, different kinds must coexist while a species tries to evolve.

**Q: What aspect of the PlayStation2 excites you the most, either as a developer or as a gamer, or both?**

**A:** The fact that it lets you play your DVDs and CDs on your game console. This turns music and movies into rivals of games. It's like all these different forms of entertainment become residents of the same apartment complex.

For the consumer, the walls between different forms of entertainment will not disappear—in fact, I think the walls will become even more obvious to them. However, for the creators of such software, those walls will disappear. All kinds of collaborating will take place. I personally would like to create a game that effectively disables players from watching DVD movies, because my game is just too fun to eject from the PS2.



You've never raced like this before! Start with 12 of the **WACKIEST CHARACTERS** you've ever laid eyes on, each with their own personalized watercraft and **WEAPONS**.

Throw in different race modes and 6 highly competitive race tracks. Did we mention **TONS** of turbos, shields and mysterious surprises? It's psychedelic racing fun with a wacked out personality!



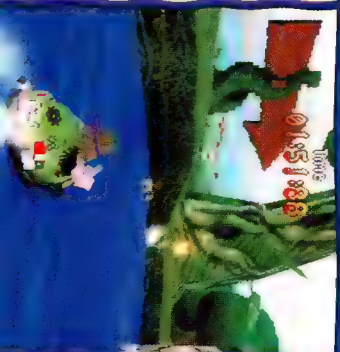
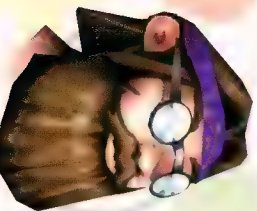
The ultimate character-based water racing adventure!

*Topdog*

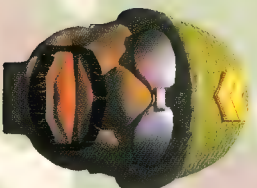


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 Screen shots are captured from PlayStation® game console.

Chase Rainbow is racing to put peace, love and happiness back into the mainstream.



Major General Jeasip Eng-Tsai is racing to be "top dog" and take command once again.



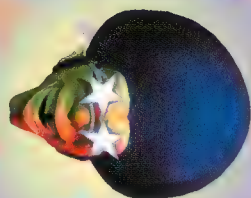


Baxter Parhamfer is racing for redemption. The chief engineer has something to prove.



100%  
02011893

The funky Bootsie Smith is just racing for a little attention. Get down tonight.



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# STREET FIGHTER EX3

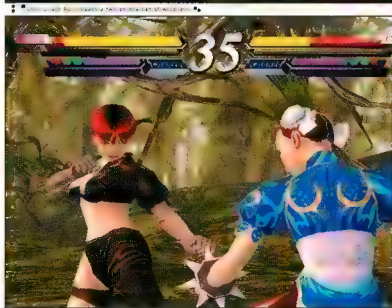
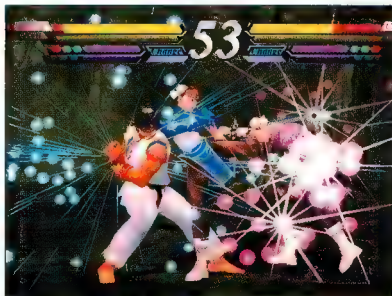


7 | A quick fix for Capcom fighting fans

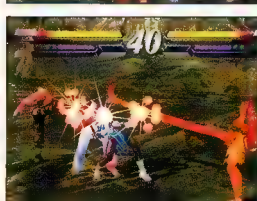
Although not as graphically impressive as Tekken Tag Tournament or The Bouncer, Capcom's new 3D Street Fighter still looks like a nice step up from most current brawlers. SF EX3 appears to take the basic play mechanics from previous EX games and add radically improved character models, textures and special effects (including some awesome new lighting and backgrounds). There is also at least one major new gameplay twist—like Tekken Tag, each player selects two characters they can switch between during the fight, or team up for nasty two-on-one special attacks. On the playable demo at the Tokyo Game Show all four fighters were often on the screen at the same time but SFE3 didn't flinch, staying fast and smooth throughout.



1 ■ Capcom's Street Fighter EX3



2 ■ Capcom's Street Fighter EX3



3 ■ Capcom's Street Fighter EX3

4 ■ Capcom's Street Fighter EX3

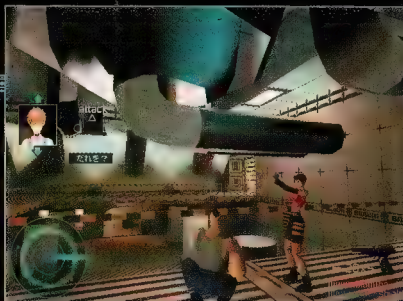
5 ■ Capcom's Street Fighter EX3

## XFIRE



4 | Lots of potential, but slow-down on the PS2?

Pronounced "Crossfire" (see, the X is a cross—clever, eh?), this action/shooter from EA Square looks like a futuristic take on Syphon Filter. The low buzz is due to the often choppy framerate of the playable demo at the Tokyo Game Show—although that was likely just due to it still being early in development. No release date has been announced yet.



# THE BOUNCER



An awesome display of what the PS2 can do

9



1 The game's new, sleek, 3D action is a sight to behold.



2 The game's new, sleek, 3D action is a sight to behold.



3 The game's new, sleek, 3D action is a sight to behold.



4 The game's new, sleek, 3D action is a sight to behold.



5 The game's new, sleek, 3D action is a sight to behold.

Developer Dream Factory's first PlayStation2 title (their previous games include Tobal 1 and 2 and Ehrgeiz), The Bouncer is the mystery fighting/action game that Square showed at the first Sony PS2 conference last March. The gameplay looks chaotic and exciting—with eight fighters battling all at once, people being kicked through railings, throwing chairs, and grabbing whole tables to attack with. At one point in the footage we saw, a thug was kicked into a wall so hard a picture frame fell off it; another level featured a crumbling subway station filling with water, where every step caused a realistic little splash. From what we've seen so far, and from the "Seamless Action Battle System" catchphrase Square is touting for the game, The Bouncer looks like it will be a roaming fighting game along the lines of Tobal 1 and 2's adventure modes, with a touch of Capcom's Power Stone. Visually this might be the most impressive PS2 game so far; the in-game graphics look just about as good as Final Fantasy VIII's FMV (plus both games share the same character designer).

## developer interview squaresoft

Tokyo, Japan  
PS2 Development Team

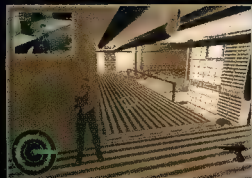
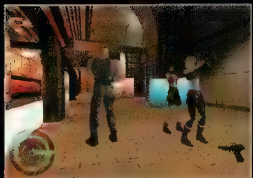
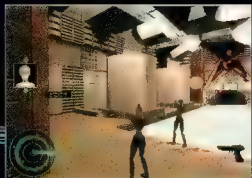
**SQUARE**

**Interviewer:** We actually began directly working with the development team when it was announced in March the development for the demo began. So I would have to say starting around the beginning of February—over half a year.

**Besides the obvious bonuses of better graphics and sound, what does the PlayStation2 allow you to do for your games that wasn't possible on the PlayStation or other consoles?** Make use of its high-quality calculation ability in different ways (graphics and sound are just two benefits). For example, in the case of the PS1, motion data obtained from motion capture was used extensively, but for the PS2, those real muscle movements can be simulated through physics calculations. They can be calculated in real time, and the character movements will be displayed on screen according to the calculations.

**What do you consider the biggest challenge of developing for the PlayStation2?** Within this new field of relative freedom, the biggest challenge is to accentuate the abilities of the PS2 to the fullest, like how using 3D graphics was for the PS1. It's creating titles unlike all other games—from a different perspective.

**What do you think of PlayStation2's chances of being successful? How do you view Sony in the whole sega/microsoft/sony/nintendo hardware battle?** I believe that the PS2 will be more popular than the PS1, but I will refrain from commenting about the battle between the other companies' hardware.





# ODD WORLD MUNCH'S ODDYSSEY

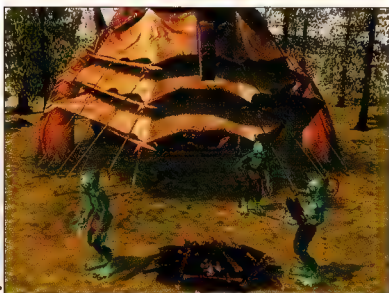
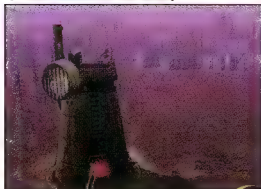


8 Sounds promising, and just look at those screens!

The true sequel to the original Oddworld: Abe's Oddysee will make the leap into 3D courtesy of the PlayStation2, but the developers promise that much more than just the graphics will change. Munch's Oddysee is being described as an ambitious mix of action, adventure, RPG, strategy and simulation with the same high production values of the first two Oddworld games. The game is "truly going for a 'world' simulation approach rather than the gauntlet types of puzzles that you saw in [previous Oddworld] games." Word has it that Abe will appear along with Munch in the sequel, and that the infamous Gamespeak feature will also return, redesigned to let you influence larger groups than ever before.



1 Even the Munchies are still being analyzed.



2 Besides the characters, Ruck's team is committed to previous Oddworld games.



3 There are also a few new views of a former odd world.



4 The game is still being analyzed.

**What do you think it will be like?**  
The PS2 hardware is extremely exciting and even cool-looking. We always wish we had more VRAM and we always wish we had more processing power, but given the year we are living in and what else is available out there, this machine is truly amazing.

**What does the PlayStation2 allow you to do for your games?**

**previous consoles?**

We are now allowed more characters on screen, more elaborate behaviors that appear to emulate life, larger groups that have more AI running underneath everything—in

think how a game should be built, how it should look, and also how it should be played.

**What do you consider the biggest challenge of developing for the PlayStation2?**

Unless you're building established genre games like sports, fighting or racing, then we think the biggest challenge is creative. Knowing what it should be, how it should play, and what makes it unlike anything that people have played before. 3D is a conquered mountain and 32bit proved that lots of people can pull off the technology of 3D relatively quickly. It's the great ideas that are the endangered species in this industry.

**What do you think of the Dual Shock 2?**

We think it's quite simple, the best controller out there. They are doing this all right. It's not mind-boggling complexity is something that holds back a lot of creativity. However, with all buttons being analog you can combine many moves that would have needed unique button combinations into a single button. In the end, the easier the controls are, the more people will be able to play it and probably the more fun they will have. Also with the Dual Shock2, because it is packaged with the PS2, you can design things to demand the use of the dual shock analog sticks. This breaks open completely new control opportunities that you just wouldn't do before.





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# ARMORED CORE 2



7 Full-on anime robot combat, PS2 style!



1 Check out the awesome steam effect after defeating them.



2 You both battle it out while the train stays by in the background.

From Software's popular series of mech action games comes to the PlayStation2. No word yet on game-play or features, but hopefully it will include a wide array of customization elements like previous PlayStation AC titles—including modifying parts and weapons for your robot, and even the ability to make your own textures and save your creation to a memory card.



3 You can choose the part that you want to use for your mecha.



4 You can choose the part that you want to use for your mecha.

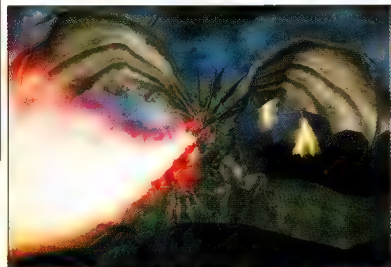


5 You can choose the part that you want to use for your mecha.

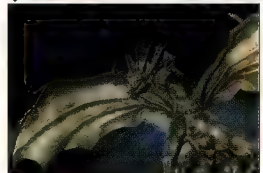
# ETERNAL RING



6 Looks nice, but is it just another King's Field?



1 You can choose the part that you want to use for your mecha.



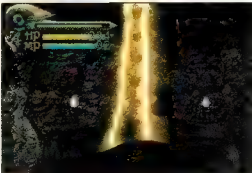
2 You can choose the part that you want to use for your mecha.



3 You can choose the part that you want to use for your mecha.

Eternal Ring looks like it's in the same vein of From Software's previous first-person RPG/action games, like King's Field (KF4) is also on the way for the PS2) and Shadow Tower. You play an explorer, sent by the king to investigate a mysterious uncharted island close to your homeland. The focus of the game is on various rings which possess magical

attributes like water, light, thunder, fire and darkness and allow you to cast different spells. Eternal Ring is planned to launch with the PlayStation2 when it goes on sale in March.



4 You can choose the part that you want to use for your mecha.

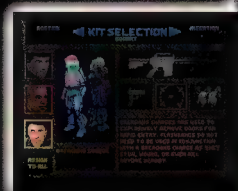
# Tom Clancy's RAINBOW SIX

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of the World  
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Nothing comes closer to offering such hyper-realistic combat and tense emulation of anti-terrorist warfare. A unique blend of strategy and stealth. PSX specifics include a sniper rifle and night vision stealth missions.



...Be Glad You Have a PAUSE Button.





# GRAN TURISMO 2000



This game alone would  
sell PS2s



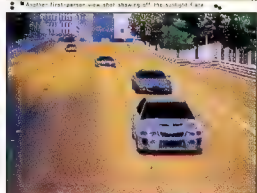
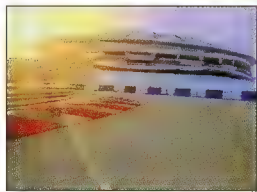
The PlayStation2 already seems to have the racing genre covered—the new Ridge Racer for arcade action and a new GT for more realistic driving simulation. GT2K looks great, with an incredibly high framerate that stays steady even with the multitude of buildings, bridges and highways lining the tracks. The track playable at the Tokyo Game Show was the same as the Seattle course from the PlayStation version of Gran Turismo 2, but subtle effects like smoke billowing from the tires on sharp turns, sunlight glare, and the “wavy” blur of gas and heat coming off the track just like you see in real auto races let you know this was definitely a PS2 title. GT2K should also make a great showcase title for the new analog buttons of the Dual Shock 2 controller, for its acceleration and brake controls.



• Probe wheels off the track whenever you take a sharp turn or brake



• Here's the blurry, wavy effect of gas and heat as we were taking about



• Come on with all the white cars! Let's see some action



GREATEST HITS

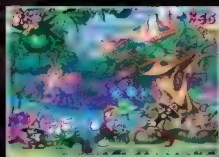
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# DARK CLOUD

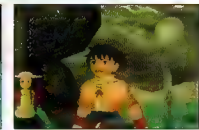


7 Intriguing idea, but how exactly will it play?

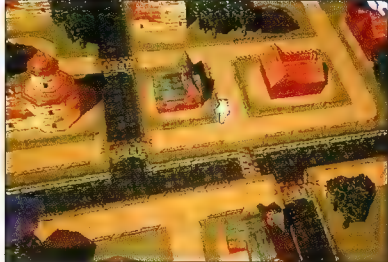
Categorized as a "Georama RPG," Dark Cloud looks like it falls somewhere between a world-building strategy title and conventional RPG. Basically the game has two sections—one where you can custom build and shape your own little world, plopping down trees, adding hills, volcanos, houses and more, Populous-style, and then the second part where you can go down and run around your new creation in 3D with full 360° freedom of movement. The cool part is how the game combines these two halves: You can be running around an open field, then hit a button and the camera zooms way out and up for you to make adjustments to the land, then zoom right back down again and immediately experience your modifications first-hand. There's no blank screen when you switch from one mode to the other, no loading, no delay, no nothing—it just zooms in or out instantly.



1 Fully realized, Dark Cloud looks like a normal 3D action game, but can take on a more serious air.



2 The same location by moon, but at night.



3 Jump back and you can see the entire town, including the fortress, or just change the view.

## developer interview shigeru yokoyama

Group General Manager  
CS Production Development Group

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How does PS2 hardware match up to your expectations?

You can do a lot of things with PS2—depending on the software, of course. I think that capability of the PS2 is so high that hardware limitations will not be an issue for the near future. There is enough functionality to keep programmers quite challenged.

In general, what do you think of PS2? Advantages and disadvantages?

It is too early to tell its advantages and disadvantages. But I would say that the potential of being able to do just about anything is both an advantage and disadvantage because it requires more development power and time.

What do you think about developing software for PS2 compared with developing for the PS1?

The basic concept of making a game and the method of developing it is the same. However, the technical aspects are completely different. How to really utilize the capability of multiple high-resolution and how to make graphics

which are consistent with this capability are very important.

What does the PS2 allow you to do that you couldn't do on the PS1?

The improved CPU will make the artificial intelligence more realistic and significantly enhance gameplay.

Will the PS2 be successful?

As a developer, my focus right now is on the development side of PS2, not predicting market results.

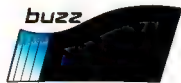
What parts of PS2 do you find interesting? As a developer, a gamer, or both?

As both a developer and a gamer, I am interested in what new kinds of software will be developed in the future. PS2 is not just a game machine. It has a lot of potential, and I'm eager to see how the industry will evolve.

What is the biggest challenge in developing software for PS2?

It is to develop software that reaches PS2's full potential, though I am not sure when it will happen.

# DRUM MANIA



4 Sweet game—but hardly a showcase for the PS2

Like Konami's other arcade music titles Beatmania and Guitar Freaks, the idea in DrumMania is to hit the different beats in time with a series of notes as they quickly fall down the screen. Frankly this doesn't look like anything the original PlayStation couldn't handle, but the optional drum kit controller is very cool.



1 The same location on the screen with living instead of a fortress.



2 The second DrumMania controller is not as good as the first.

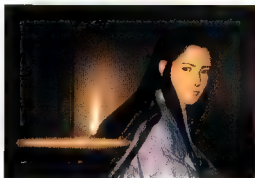




# ONIMUSHA

Survival horror for the PS2? Yes please! **8**

Originally designed for the first PlayStation, this adventure game was almost complete when Capcom decided to hold it back and retool it as a PS2 title. Like Resident Evil, Onimusha will feature prerendered backgrounds and real-time characters, but with a greater emphasis on the combat system, including swordfighting and blocking. Even though the backgrounds will be static CG renders, the game's creators say with the PS2 they can swap out different pictures fast enough to make them appear to animate. The pics here are actually from the original PS1 version's FMV, but Capcom has been showing them as teasers for the PS2 game, promising it will look "at least as good" as this.



• The captured princess lady



• One Onimusha, infamous, and one-time military leader of all men

# POPOLOCROIS 3

buzz **5**

Sony has released 2 previous RPGs in this series for the PlayStation in Japan (it even spawned a cartoon series there), but they never made it to America for some reason. The graphics for part 3 may look like a cartoon but they are actually smooth and complex 3D models—a very cool effect.



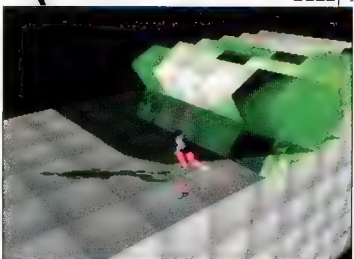
# UNISON

buzz **2**



# I.Q. REMIX

buzz **4**



# DENSEN

buzz **2**





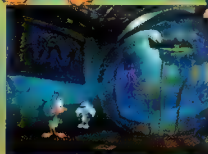
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*Adventures*

**TELEVISION**  
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is a wacky new kids adventure game based on the Emmy Award-winning TINY TOON ADVENTURES animated series! Trapped inside Baroness Toonenstein's (Elmyra's) mansion, Furball with panicky pals Plucky and Hamton, must avoid getting their brains swapped with Elmyra's cuddly creation. In this haunted hide-n-seek, the only chance of escape is to redirect the mansion's "creepy" power and stop Elmyra in her monstrous machinations!



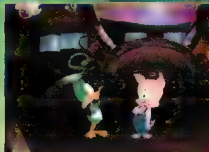
Explore over 17 unique rooms in the mansion!



34 zany contraptions to find and activate!



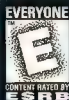
Beautifully rendered 3D backgrounds!



Plucky and Hamton provide a belly full of comic relief!



- Easy to play for young kids!
- Visually stunning graphics!
- Great blend of action and adventure!



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**P**  
**PRIMA**

Prima Strategy Guide Available

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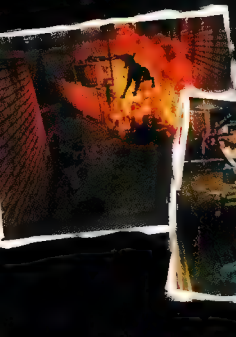






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# The Movies

**Free inside every box of PlayStation2:  
A new way to experience home video**

**W**hen the original PlayStation was released, few people were excited by the fact it could also play audio CDs—it was a nice extra, sure, but by that time most people already had a CD player or two around the house.

But the DVD format the PlayStation2 uses is a whole different story. Most people still don't own a DVD player, and the format is just now really catching on as the ultimate medium for home video. When you consider the price of stand-alone DVD players (anywhere from \$200

to over \$1,000), the fact that the PS2 will be able to play all DVD movies right out of the box in addition to PS2 games is an incredible bonus, the likes of which no other console has ever provided.

## Why is DVD better?

Think of DVD (which stands for Digital Video Disc or Digital Versatile Disc) as a kind of super CD. DVDs may look just like CDs—they are both the exact same size and shape—but DVD discs can hold anywhere from seven to 14 times as much data as a normal CD. Because of

this larger storage capacity, DVDs are capable of better-than-CD-quality audio and video quality superior to that of VHS or even laserdiscs. (DVD video resolution uses about 500 horizontal lines, compared to 425 for laserdisc or 240 for VHS). DVDs can also hold a large amount of video footage—about four hours' worth on a single side of one disc, and twice that on double-sided discs.

## What's so great about DVD movies?

Besides the improved picture and sound quality, DVD has a whole list of advantages over older formats like VHS tapes. Here's some examples of the different features DVD provides:

### 'INSTANT' REWIND AND FAST FORWARDING:

DVDs are split up into Chapters that work like tracks on a CD—you can skip between them and the movie will start from that point; no waiting for it to rewind or fast forward.

### CUT SCENES:

Extra footage, cut scenes, alternate endings—anything that didn't make the final cut is often included on the DVD versions of movies.



The original ending of *AUSTIN POWERS*, cut from the theatrical release but included on the DVD.

**DURABLE:** Unlike VHS tapes, you can play DVD movies as many times as you like without losing any picture or sound quality.

### SELECTABLE CAMERA

**ANGLES:** Up to nine different camera angles can be stored on a DVD, so if the movie you're watching includes this feature you can switch between views on the fly and watch from the angle you like best. Perfect for concert movies, sports titles, and (cue bass line) adult films.



Ripley's famous "Get away from her you BITCH!" line from *Aliens*, en español.

### EXTRA AUDIO AND SUBTITLE

**TRACKS:** Which do you prefer for foreign movies, subtitles or the English voice dub? DVD lets you decide. With the capacity for up to eight separate audio tracks and up to 32 subtitle tracks, many DVD videos give you the option of

watching your movies dubbed or dubbed in different languages. Often these extra audio tracks include a running commentary from the director or actors on the film, where they recount behind-the-scenes reports and anecdotes as the movie plays out.

### SELECTABLE ASPECT RATIOS:

Many DVD video titles give you the option of viewing the movie either in wide-screen format—the 'letterbox'—size ratio you see in movie theaters—or in full-screen, where the picture is adjusted to fill the whole TV screen.

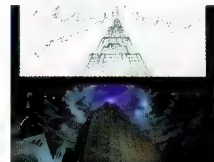


Some DVD videos include both full-screen (above) and wide-screen (right) versions.

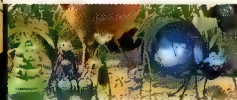


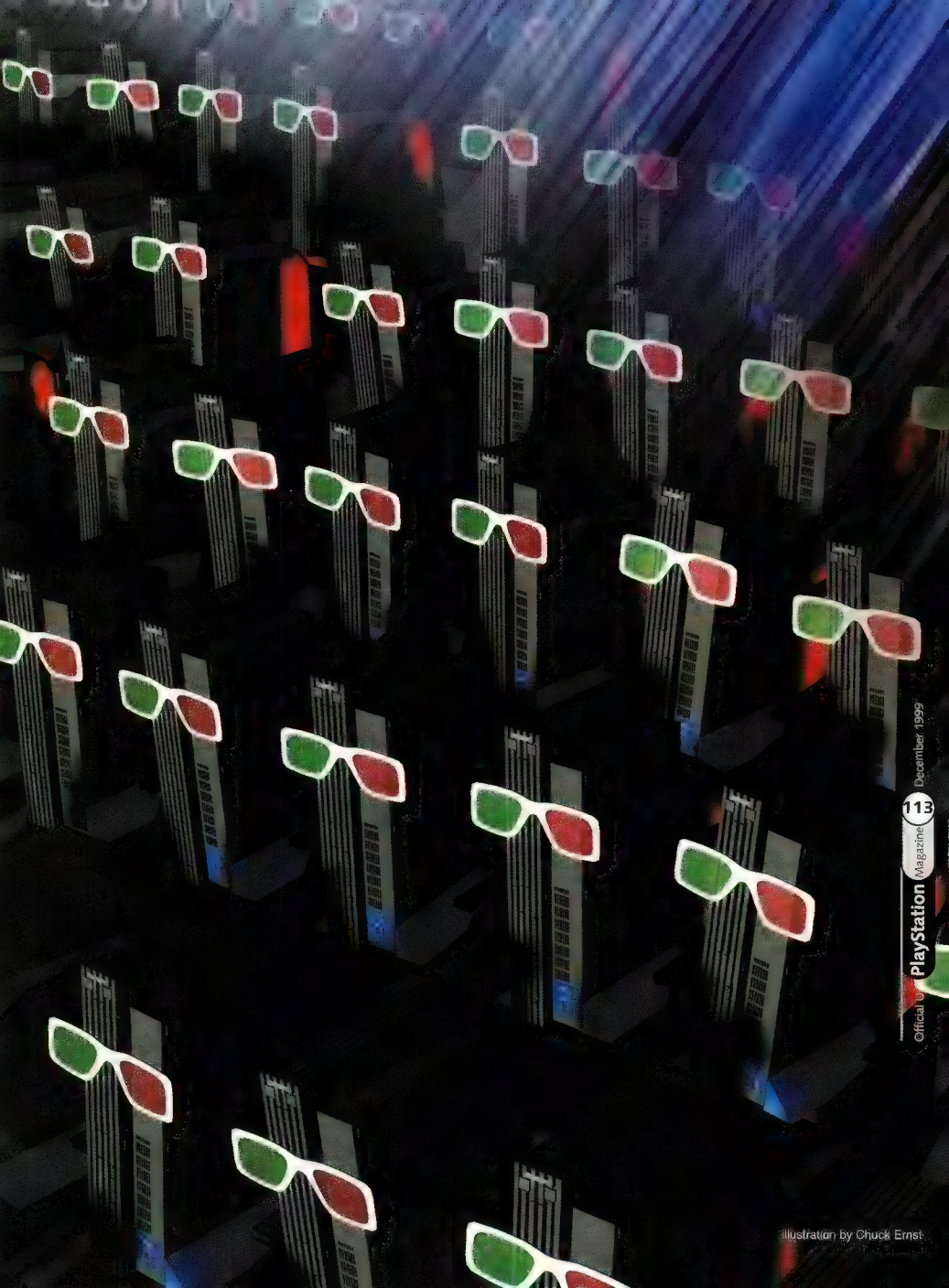
PlayStation2 titles will be packaged in Amaray-style keep cases, which are the same cases most DVD movies come in.

**OTHER EXTRAS:** There are all kinds of other special features you can find on different DVDs—cast biographies, trailers, set designs, storyboards, interviews with the filmmakers, mini-games and more are out there, with new premiums and bonuses coming out everyday.



The *Ghostbusters* DVD shows you the original storyboards of certain scenes side by side with the film as it plays.





December 1999

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Magazine

Official PlayStation Magazine

Illustration by Chuck Ernst





# The Future

## How the PlayStation2 will become more than just a game machine



**S**o what exactly makes the PlayStation2 more than just another game machine? The cutting-edge software? The backward compatibility? The DVD movies?

Well, yes—all of those things, but that's not all. A lot of what makes the PS2 so special is its expandability and all the potential that it allows for the future. Most game consoles, even in the old-8-bit days, featured some kind of expansion slot, but these ports never followed any kind of standard—they were always proprietary and hardly ever used. Even the original PlayStation never had an official peripheral released for its Parallel I/O port. But with the PlayStation2 Sony is looking to change all that. Featuring four, count 'em, four expansion ports that are all widely accepted standards already in use, the PS2 promises the ability to connect with more devices and peripherals than any console ever. Just take a look at some of the possibilities on this page.

### Taking the PS2 Online

Although the PS2 will not ship with a modem, Sony is already hard at work planning the online aspects of the machine. Sometime in 2001 a broadband network will be established, allowing PS2 users all over the world to send and receive e-mail, music, video—all kinds of great stuff. Why wait so long? Because the Internet technology currently available to most homes—28.8 and 56.6 modems—isn't fast enough to handle what Sony is planning. They want to wait until faster technologies like ADSL and cable modems become more widely available. But that gives us plenty of time to daydream what will soon be possible with the PlayStation2, like...

- **Download** music, partial PS2 game demos or even complete titles on-line.
- **Movies on demand**—pick what you want to watch, then download and store it on your PS2. Sony Computer Entertainment is even planning to produce their own digital movies for download to the PlayStation2, and has already approached directors (including George Lucas) to make them.
- **Get add-ons** for games, like level packs, new characters, save files and more.
- With **cameras** hooked up it could be possible to see the other contestants in multiplayer games live as you play against them, and/or use a **microphone** to talk with each other.
- **Save** your best laps in a racing game, then upload them so others can race against your "ghost car."
- **Scan** in your own or friends' **faces** to paste on to game characters
- Download your consciousness to the **memory card** and explore the rings of Saturn in...OK, just kidding on this one...



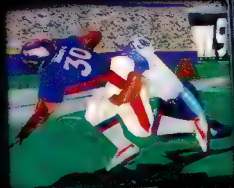
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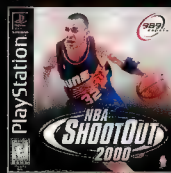
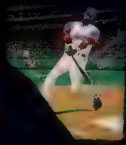






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| ② Burton  | ⑪ LaRocca |
| ③ Oval    | ⑫ Lusk    |
| ④ Tark    | ⑬ Lyle    |
| ⑤ Ferry   | ⑭ Pichon  |
| ⑥ Henry   | ⑮ Tortell |
| ⑦ Hulman  | ⑯ Ward    |
| ⑧ Hughes  | ⑰ Wingham |
| ⑨ Johnson |           |

## Supercross/Motocross Tracks

- |                               |                           |
|-------------------------------|---------------------------|
| ① Glen Helen Raceway          | ⑩ Fred Bud Track N' Trail |
| ② Spring Creek Motocross Park | ⑪ Qualcomm                |
| ③ Washougal Motocross Park    | ⑫ Bank One Ballpark       |
| ④ Unadilla Valley             | ⑬ Sam Boyd Stadium        |
| ⑤ Budds Creek Motocross Park  | ⑭ Metrodome               |
| ⑥ Kemmerlins Motocross Park   | ⑮ Astrodome               |
| ⑦ High Point Raceway          | ⑯ Atlanta, Georgia        |
| ⑧ Southwick MX 336            | ⑰ Pontiac Silverdome      |
| ⑨ Hangtown Raceway            | ⑱ Raymond James Stadium   |
| ⑩ Steel City Raceway          | ⑲ Anaheim, California     |
| ⑪ Broome-Tioga Sports Center  |                           |



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**C**



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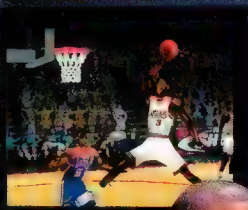
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ONE ON ONE  
WITH  
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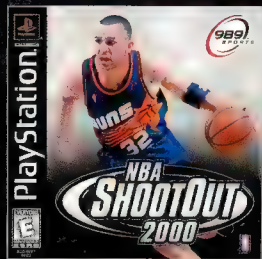


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## Meet the Critics



**Kraig Kuwaja**  
Editor-in-Chief

After playing hours and hours of Medal of Honor, Kraig feels that if there is ever a sequel to *Saving Private Ryan* (you never

know with Hollywood), he is probably now qualified to be hired as a consultant.

**Favorite Genres:** Sports, Strategy

**Current Favorites:** Medal of Honor, FIFA 2000

**Can't Wait For:** Most of those games in the PlayStation2 feature



**Joe Rybicki**  
Deputy Editor

With his head still reeling from his trip to Vegas, Joe's had a hard time concentrating on deadline. He just

walks around muttering about "five on Big Red" and "ten the hard way." We have no idea.

**Favorite Genres:** Adventure, RPG, Puzzle

**Current Favorites:** Vegas Games 2000, Vandal

**Hearts II, Spyro 2, craps, oxygen, garlic**

**Can't Wait For:** Evil Dead, WWF Smackdown



**Wataru Maruyama**  
West Coast Editor

Wat recently got to hang out with Joe "Snake Eyes" Rybicki in the city of sin. He kept telling Wat he'll "see" things that he

can't "un" see, whatever that means.

**Favorite Genres:** Fighting, Racing, Adventure

**Current Favorites:** RE3, Guitar Freaks, TOCA 2

**Can't Wait For:** DrumMania (PS2), Legend of Dragoon, Shin Ridge Racer (PS2)



**Mark MacDonald**  
Associate Editor

After finally recovering the "magic bullet" that tore through his precious '96 Saturn, Mark has narrowed the suspects down

to three groups: phone company hitmen, radical guerrilla terrorists or angry Tiny Tank fans. What? Who's paranoid? You're the one who's paranoid!

**Favorite Genres:** Action, Adventure, RPG

**Current Favorites:** Resident Evil 3, Guitar Freaks

**Can't Wait For:** March 4th, 2000, more Wal-phed

## Video Games Saved My Life, Part II by Joe Rybicki

OK, so maybe this time that's a bit of an understatement; perhaps it's a bit more accurate to say that video games saved my bank account.

Recently, my colleagues and I were invited to Las Vegas to take a look at THQ's upcoming games (including an Evil Dead game that looks, in a word, "Groovy"). Of course, since we were in Vegas, baby, Vegas, we couldn't resist doing a bit of gambling in our free moments. It didn't take us long to head over to the Craps table, which was where I was hoping to end up all along. Here's why: I'd been reviewing 3DO's Vegas Games 2000, and had happened upon a specific betting method which in the game never failed to produce huge gains over enough time (a scheme I'd be glad to share with you for the low, low price of only \$19.95...). So I was eager to put this method to the test. Tossing a \$20 bill down on the table, I

begon my experiment. And my method worked: Within fifteen minutes or so I had nearly doubled my money by betting only \$1 chips. But my plan didn't account for supernatural lucky streaks, and when Todd "Johnny Vegas" Zuniga and Dan "Mr. Vegas" Leahy (from our sister mag EXPERT GAMER) started rolling nothing but sevens, I dumped my method in favor of heavy bets on the Pass line.

Of course, lucky streaks don't last forever, and when the gambling bug bites you the aftermath of a lucky streak can leave you strapped at the end of the night...which is exactly where I ended up.

But it all ended happily when I headed over to the Blackjack tables the following day. This time my skills (once again honed by hours of Vegas Games) paid off, and my self-control kicked in, and it was a profitable trip for all.

Now, I'm not promising that any game will guarantee gambling success. But I'd bet that the more experienced you are with these games, the better you'll do. In fact, I'd put money on it.



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## Box Score

It doesn't get much more simple yet effective than OPM's five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!



We'd rather be the Backstreet Boys' personal slaves than play this game.



Below average. There are fundamental flaws with this game; get something better.



A good title. It's a fun game with some flaws that can be overlooked.



Definitely a topnotch game. Very good and well worth your time.



Fabulous! These are the games that really make you proud to own a PlayStation.

[illegible]





Developer **Capcom**  
Publisher **Capcom**  
Genre **Adventure**

# Resident Evil 3 Nemesis



A great combination of thrills and chills

**W**hen you review a game like Resident Evil, it isn't enough to consider how the game looks and plays; just as important is how the game makes you *feel*. Atmosphere is critical, and luckily Nemesis sets the mood beautifully. Remember those few moments in RE1 and 2 that made you jump right out of your seat? Part 3 is filled with such unexpected surprises—zombies leaping out of cars, crows smashing through windows, the hulking Nemesis creature suddenly reappearing—you get the idea. Add that to a good variety and healthy number of enemies (sometimes up to eight zombies crowd around you at once) and you have a good balance of hold-your-breath suspense and shotgun-pumping action.

In terms of gameplay, no single new feature in RE3 stands out as revolutionary, but a host of little tweaks and alterations taken together set it apart. The instant 180° turn is a godsend—you'll wonder how you ever got through the previous games without it. Making your own ammo is another nice touch that adds a bit of strategy to item management, and using parts of the backgrounds to attack your enemies

(blasting oil drums, steam pipes, etc.) is such a cool idea I only wish it had been used more. The dodge move is great in theory, but in practice it needs a little more work—it relies too much on timing and sometimes ends up doing more harm than good.

On a purely aesthetic level, RE3 definitely represents the height of the series. Animated fire, water, steam, and other effects breathe life into the already insanely detailed backgrounds, and the subdued, creepy music and excellent sound effects hold up their end of the experience perfectly. This is one of those games you can really lose yourself in.

About the only area RE3 comes up short is in its story line—what's there is great, but I was left wanting more. Otherwise Nemesis is another awesome trip through Capcom's survival horror spookhouse. —Mark MacDonald



Like Resident Evil 2, Nemesis contains an extra mini-game after you finish the main quest. It's basically a time attack mode where you can earn money to buy extra weapons you can use back in the normal game.



## Box Score

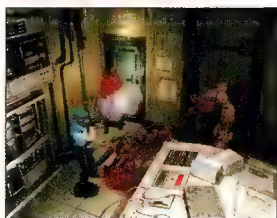
### Pros

- Crisp, detailed graphics and awesome sounds
- Plenty of enemies and surprises keep the level of suspense high
- Branching paths and minigame add great replay value

### Cons

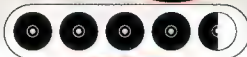
- More background and story would've been nice

"About the only area RE3 comes up short is in its story line... Otherwise it's another awesome trip through Capcom's survival horror spookhouse"



At certain points in RE3 you have to make a quick decision between two choices—usually stay and fight or avoid your attacker somehow. Although the overall story turns out the same no matter which you choose, a lot of minor details can change depending on what you do.

Official U.S. PlayStation Magazine



Rating



NCAA® Final Four® 2000 has more than 300 Division I teams from 31 conferences. It's got 100+ new animations including 15 new high flying dunks with graphics twice as detailed and smooth as last year. Team-specific playbooks, crowd chants and fight songs create an intense college setting for every game. It's the complete college experience, minus the midterms and missed classes.



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**Developer** Insomniac  
**Publisher** Sony CEA  
**Genre** Action

# Spyro 2: Ripto's Rage!



This dragon's become quite a bit nastier

**I**f you caught our *Spyro 2* preview feature a couple months back (and if not, why not?), you know that Insomniac made a concerted effort to make *Spyro 2* more challenging than the original, in order to answer the major complaint about the previous game. The question then was whether they would manage to pull it off, and I'd have to say they did indeed.

*Spyro 2* has a lot more to it than the previous game. It might not seem like it at first glance, since it's extremely easy (almost ridiculously easy, in fact) to complete the primary objective in each level—until you reach the final world, anyway. But do the slightest bit of exploring and you soon find yourself getting drawn into any number of side missions, ranging from the simple (fly in a big circle to light a series of lamps) to the downright infuriating (fly through a volcano, grabbing small rocks in your mouth and then spitting them at enemies who are impervious to all other attacks). And though you can reach a kind of ending by completing only the main objectives, you'll really need to buckle down in order to earn a real ending. Bottom line: the challenge is in an

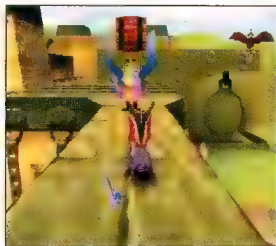
entirely different league from the first game.

The graphics, however, are in the same league; that is to say, they're outstanding. The game has a nice, clean look overall, and is certainly one of the better-looking games on the present incarnation of PlayStation. You will find the occasional graphical glitch, which can be distracting considering how great *Spyro* looks elsewhere. There are also some audio glitches, as well; most noticeable is the fact that all the voices seem to be turned way down during cinematics. Neither of these issues is serious (and in fact, the voice work is better than in the previous game), but they do make me wonder if the game was rushed a bit.

But overall, *Spyro 2* is a nice improvement over the original, with better character development, more interesting levels and a much more significant challenge. It's easily one of the best 3D platformers on the PlayStation. —Joe Rybicki



Swimming (above) is just one of *Spyro 2*'s new abilities; he will also learn to climb ladders and perform a devastating head-stomp attack.



As you progress through the levels you'll encounter characters who will help you on your way, like these friendly polar types (above) who are preparing to launch *Spyro* across a chasm.

## Box Score

### Pros

- Much more significant degree of challenge
- More interesting levels
- Fantastic graphics
- Better character development

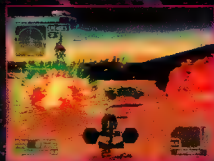
### Cons

- Some graphic and sound glitches
- Typical 3D camera and control issues

"*Spyro 2* has a lot more to it than the previous game"

Official U.S. PlayStation Magazine





Sweet Tooth's back and in charge of the original car combat freakshow, *Twisted Metal 4*. With new interactive battlegrounds, wicked characters, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's evil henchmen. Man, as if clowns weren't scary enough.



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**Developer** Hammerhead  
**Publisher** Activision  
**Genre** Action

# Quake II



An amazing conversion of a mixed PC title

**W**hen Activision first announced Quake II for the PlayStation, a lot of people laughed, including me. After all, it seemed pretty ridiculous at the time—this huge, horribly complicated game that barely ran on many higher end PCs squeezed into Sony's little game machine?

Well they did it. Somehow they did it. On a purely technical level, Quake II is one of the most impressive PlayStation games ever. All the enemies and animation are intact, the levels and weapon effects feature awesome colored lighting, and most importantly the framerate is rock-solid and smooth as a baby's behind. Nothing slows this game down—not multiple enemies on screen at once, not large outdoor areas, not even the four-player split-screen mode. Just seeing Quake II running on your PlayStation gives you faith that the four-year-old machine still has a few surprises left.

So the game looks and runs great—but is it fun to play? The answer is yes and no. Multiplayer Quake II is hands down the best first-person shooter the PlayStation has to offer; two to four players can take each

other on in three different deathmatch modes (unfortunately not including Capture the Flag, though), with options for setting up teams, colors and more.

But single player is another story. Sure the weapons and graphics are the same as multiplayer, but the unpredictable excitement of fighting against your friends is replaced by boring tasks (searching for keys), repetitive combat, frequent loading and easily fooled enemies. There's almost no plot, very few bosses, and only the occasional really unique level to get excited about. It's basically a less intense version of Doom done over with a fresh coat of paint.

In the end Quake II for the PlayStation is faithful enough to the original PC version to share its strengths and weaknesses—which means great multiplayer but nothing new when you play by yourself.

—Mark MacDonald



The control options for Quake II include the ultimate setup for first-person shooting—the controller/mouse combination (above). Unfortunately for people who don't own a PlayStation mouse you can't fully customize the Dual Shock; instead you choose from one of three default configurations.

## Box Score

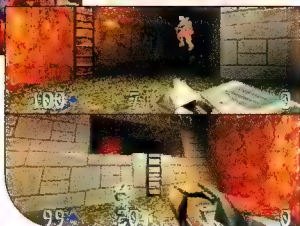
### Pros

- Smooth framerate
- Awesome lighting effects
- Fantastic multiplayer game

### Cons

- Single player game gets repetitive
- Not enough control options

"Quake II is faithful enough to the original PC version—which means great multiplayer but nothing new when you play by yourself"



You can choose either horizontal or vertical split screen for the two-player deathmatch mode (above).





## SNOWBOARDING ETIQUETTE

*with Steve*

SPONSORED BY COOL BOARDERS 4



**YOUR GUESTS SHOULD STAY IN COMFORT.  
NO MORE THAN 8 TO A ROOM.**



Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.



**DON'T LITTER  
THE MOUNTAIN  
WITH UNNECESSARY  
TISSUES**



**DISCARDED PIZZA CRUSTS  
*are great for*  
EARLY MORNING CARBS.**



Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grids and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



As you jump through a boxcar, don't stare at the hobs. They're people too.



When crossing a road, share a good mom with a family. Preferably one in a mini-van.



In the heat of competition, show no etiquette. Losers never get the hokeys.



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EXPLORE THE FREAK WITHIN





Developer DreamWorks  
Publisher Electronic Arts  
Genre Action



# Medal of Honor



Meet World War II's Version of 007

**F**irst *Saving Private Ryan*, and now *Medal of Honor*. It seems that whether it be a movie or a PlayStation game, no one has a bigger knack for turning World War II into entertainment gold than Dreamworks—with or without pretty boy soldier Tom Hanks.

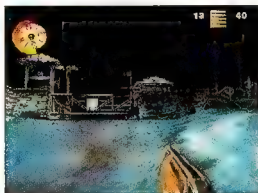
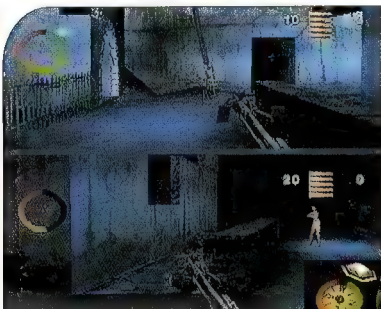
*Medal of Honor* could have easily been just another first-person shooter with a few Nazis thrown in to distinguish it from the others, but thankfully, that's not the case. After playing just a few levels, it became very obvious that a lot of time went into making this game feel authentic—right down to the German words on road signs.

Dale Dye, a Hollywood military advisor (*Platoon*, *Private Ryan*), was brought in to help flesh out realistic missions, battle tactics and weaponry. I don't know how much he actually contributed to the project, but the end result is superb. *Medal of Honor's* story and characters feel real: When I disposed of those Nazis in a blaze of glory with the machine guns, grenades, and bazookas, I felt like a hero—but only until someone interrupted me in the office while I was playing.

Although there are some cool, adrenaline-laden situations where you have to clear a path with your machine gun and hope for the best, *Medal of Honor* usually requires tactical patience. Stealthy tactics such as popping a guard in the head while he's out of sight of his comrades is usually much better than rattling him full of bullets in plain view. It's even more fun (and sometimes essential) to pick them off with the sniper rifle from afar while they're having a smoke. In some missions, you're dressed incognito and must covertly dispose of officers that have the papers to give you higher levels of access.

Suffice to say, the one-player mode is great—I just wish the multiplayer were as good. It could have been (with better level design) but the lack of ammo and sluggish pace made it a disappointment. Luckily, everything else about this game makes it well worth buying.

—Kraig Kujawa



There's not much blood when soldiers are shot, but they definitely react to where they've been hit—in this soldier's case, his helmet (above). They'll even dive on grenades to save their buddies, or kick them back at you.

## Box Score

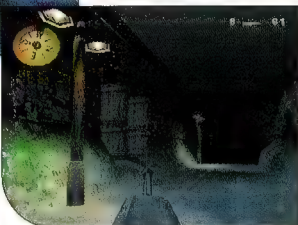
### Pros

- Loads of extras, such as "behind the scenes" concept art
- Great graphics with strong attention to detail
- Excellent atmosphere, sound and music

### Cons

- Poor multiplayer level design and restrictive options

"Medal of Honor could have easily been just another first-person shooter, but thankfully, that isn't the case."



One of the coolest things to do in the game is to hop into an enemy gun emplacement or bunker and use it against them. (above)

PlayStation



## SUNDAY BRUNCH

### STEVE YOUNG

*Aged to perfection. Served face-down on a sourdough roll.*

### JEROME BETTIS

*A Pennsylvania classic, pounded and mashed into bite size niblets. Feeds 4-6 people.*

### CHARLIE BATCH

*A Motor City special, lightly-seasoned and tender enough to eat with a fork.*

### JAMAL ANDERSON

*Battered, then deep-fried southern style. Served with a side of creamed Terence Mathis.*

### TERRELL DAVIS

*212 pounds of Grade "A" running back, skewered and topped with horseradish sauce.*

### MIKE ALSTOTT

*Whipped and flattened into a pancake. Always a big hit!*

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*Symptoms of Fear:*

*Perspiration*

*Dilation of Pupils*

*Trembling*

*Nausea*

*Loss of Appetite*

*Dry Mouth*

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

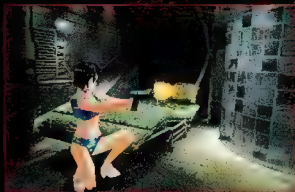




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whose destinies  
you control.



**MOTION FX  
TECHNOLOGY.**  
Pre-rendered,  
fully animated  
backgrounds  
creating a  
frighteningly  
real world.



Breakthrough  
**SUSPENSE/ACTION  
ADVENTURE** game.  
Beyond your  
realm of fear.  
Beyond any  
3rd person  
game created.

# fear effect

It can recognize your fear. Can you?





**Developer** Idol Minds  
**Publisher** 989 Studios  
**Genre** Sports



- 1-4 Players
- Memory Card 1 block
- Vibration Function Compatible
- Analog Control Compatible

# Cool Boarders 4

This year's challenge borders on frustration



**T**he newest entry in the only real snowboarding franchise on the PlayStation is a festival of extreme licensing: The game includes real riders (like Jim Rippey, Michele Taggart and Shaun White), real boards (like Burton, K2 and Santa Cruz) and real apparel (like Billabong, Westbeach and G-Shock). With all this effort put into licensing, one has to wonder whether the game itself is worth all the trouble.

Well, that depends. CB4 has by far the most intense and versatile trick system of the most recent batch of boarding titles; get enough air and you can create impossible combos that even the most insane boarder would never attempt in real life. The addition of a charging meter for jumps adds some challenge; effective jumping now requires precision on the setup as well as the release. And courses now feature a few new additions, like alternate routes and powdery snowdrifts.

But the game still (still!) suffers from problems that have plagued the series since the beginning. First of all, most courses are *far* too narrow; in fact, this year they increased the size of the riders, thus narrowing

the courses even further! This wouldn't be as frustrating of an issue if it weren't for the fact that time and time again you'll find yourself executing a particularly whacked-out trick, only to run smack into the invisible wall bordering the course and wiping out.

In addition to this irritating holdover, trick execution seems both sluggish and unreliable, especially with the analog control (which you'll want to use since digital control is far too slow on turns). There are also some collision problems, especially with trees, which are usually much more forgiving in boarding titles. Plus, many of the courses seem ridiculously short.

The bottom line is that CB4 is a mixed bag. If you're looking for a substantial challenge, this is for you. But if you're more concerned with realism, precise controls or just plain fun, you might want to look elsewhere.

—Joe Rybicki



This year's version features snowdrifts (above), which can occasionally be so deep that your rider completely disappears. While the graphic effect isn't spectacular, it is a nice addition.

## Box Score

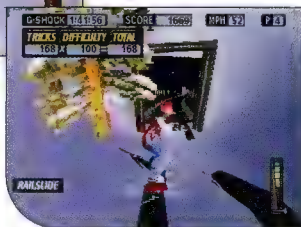
### Pros

- Versatile trick system
- Substantial challenge
- Nice graphics
- Lots of real licenses

### Cons

- Too-narrow tracks lead to freakin' INVISIBLE WALLS!
- Sluggish, unreliable trick execution
- Some weird collision
- Control could use work

"With all this effort put into licensing, one has to wonder whether the game itself is worth all the trouble."



Colorado's Big Air course (left) features one of the nastiest obstacles ever seen in a 'boarding game: this moving train. With enough speed you can leap right over it, or with enough luck you can pass right through the box cars, but without either you're gonna end up face down in the snow.

**PlayStation**



THE CREATORS OF COMMAND & CONQUER™ ARE TURNING UP THE HEAT.



# DUNE™ 2000



- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions

- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

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**Westwood**  
www.westwood.com



Developer **KCET**  
Publisher **Konami**  
Genre **RPG**



# Vandal Hearts II

RPG plus strategy, minus story



**I**t's seldom that you see a role-playing game that focuses as heavily on battle as does Vandal Hearts II. Like the original game, VHII includes a story that's practically an afterthought, limited travel that is mostly forced (causing it to be one of the most linear RPGs in recent memory), and absolutely no exploration. Now, considering that VHII is a strategy RPG, the fact that it lacks these traditional elements isn't that big of a loss; it does, however, place a lot of pressure on the battle engine to deliver.

Luckily, the battle engine does have a lot to offer. Different battles will see your character teamed up with different allies, and some have specific outcomes you'll need to focus on (some scenarios, for example, require you to defeat only one specific enemy—who is, of course, encamped behind a gang of thugs). The mix of spells and weapons and the way these are used to advance each character makes for a nice level of variety, though it can take awhile to learn to exploit each individual character's unique abilities.

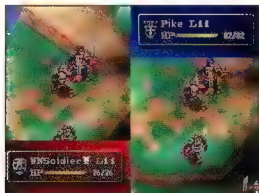
The biggest change from the previous game is the inclusion of

simultaneous movement of members of opposing sides, which can prove frustrating if you're moving to finish off an enemy just as he moves out of the way, but overall adds a nice degree of challenge—and once you learn to predict where your enemy may be moving to, you can get a great deal of satisfaction from waiting there with an attack ready.

Graphically, VHII is an improvement, as well. The character and environment graphics are better than the original (though the too-realistic character portraits just look goofy), and the spell effects are gorgeous.

My biggest gripe with the game deals with the story: As I mentioned, it's practically an afterthought, but the game spends far too much time on this bare-bones

story. If the game is all about battle, give us battle; don't make us wade through a pointless, cliché story. But even with this problem, the combat system makes VHII worthwhile. —Joe Rybicki



Simultaneous movement (above) is probably the most significant addition to Vandal Hearts II. Here we see WNSoldier moving in to attack our hero from the back. Luckily, Pike anticipated this attack and is moving over to launch his own rear assault.

## Box Score

### Pros

- Challenging, varied battle system
- Good character advancement system
- Improved graphics overall

### Cons

- Lame, unnecessary story
- Simultaneous movement can make battle frustrating
- Challenge level can be truly nasty

"It's seldom that you see a role-playing game that focuses as heavily on battle as does Vandal Hearts II."



Above: Some of the dialogue can get a bit goofy, and the graphic style for those character portraits was not the way to go for an RPG. Left: You can zoom out for a far overhead view of the battlefield, but it's more of a pain than it should be. This game would have easily earned a higher score with a more intuitive method of changing viewpoints.

**PlayStation**



# Boombots™

WHEN CAT ALIENS LAND ON EARTH, THE FUR IS GONNA FLY.



Cat aliens have taken over the Earth. Boombots are here to stop them. Command 15 Boombots through 15 far-out arenas of real time 3-D fighting action!

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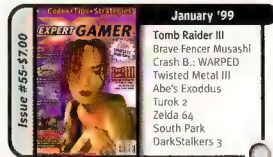
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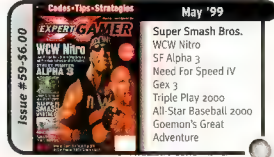
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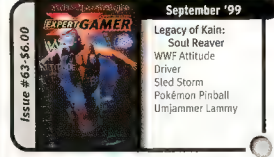
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# Test Drive 6

**Solid, though not spectacular**

**T**he Test Drive series has always provided solid racers, and TD6 continues this trend, offering a good—if not extraordinary—game with a few improvements to keep the series fresh.

This time around, the tracks offer a greater number of alternate paths, many of which are both shorter and tougher than their counterparts, which rewards the more skilled player. Skill and quick reflexes seem to play an even bigger role in this year's version, as well, since most of the cars are insanely fast, and the courses have been well-designed to give an excellent sense of speed. Civilian traffic is more intelligent, which gives an even greater feeling of chaos as cars swerve to move out of your way. And in this version, if you do manage to collide with another vehicle, it's not nearly as crippling as it used to be, adding further to the chaos and the overall arcade feel.

But the series still suffers from super-grainy graphics, which occasionally make it hard to discern the road from the scenery. Some cars also seem to move too slow in relation to the others, and control poorly. I would also like to see more options (weather, time of day, etc.) for each course, as well as music that wasn't the typical driving-game techno crap. All in all, though, it's another entirely adequate Test Drive.

—Joe Rybicki

**Developer** Pitbull Synd.  
**Publisher** Infogrames  
**Genre** Racing



The great thing about TD6 is the fact that you can drive right through crashes like these (above).

## Box Score

### Pros

- More alternate paths
- Great sense of speed
- Smarter AI traffic
- Arcade feel

### Cons

- Graphics are so grainy, it's distracting
- Some cars handle poorly
- Limited options



**Developer** Black Ops  
**Publisher** Electronic Arts  
**Genre** Fighting

**1 or 2 Players**  
**Memory Card 1 block**  
**Vibration Function Compatible**



Random animals and humans will wander onto the battlefield as food or just another target.



## Box Score

### Pros

- Great graphics
- All the sights and sounds from the movies
- Sort of educational

### Cons

- Limited play value
- Weak fighting engine
- Shallow use of JP license



# Warpath: Jurassic Park

The new face of Primal Rage

**L**et's set aside the obvious question of why someone decided that this was a good idea for a game and concentrate on the end product for now. First, it has to be said that the game borders on gorgeous at times. The dinosaurs look really good, and sound just like they stepped right out of the movie, and you'll recognize many of the backdrops from the films, which nicely completes the illusion of being in Jurassic Park. Part of the game even includes a museum mode where you can research your dinos in a library before squaring them off against each other. This adds a bit of noggin use to the game play.

If you're any kind of fighting fan, though, you will quickly tire of the limited and downright cheap attacks of the dinos. It's all about relentless, button-mashing attacks, because there isn't enough of a delay penalty for missing, leaving little room for effective counterattacks.

Casual gamers who loved *Jurassic Park* and want to watch dinosaurs beat the crud out of other dinosaurs will probably love this, though—and with the exception of a few diehards who want a successor to that dino fighter of yesteryear, *Primal Rage*, that's exactly who will buy the game. To that end, I guess you can say mission accomplished. But, anyone interested in some substance should keep on looking.

—Wataru Maruyama

**A SEQUEL?  
WELL,  
WHAT'S  
NEW**

# **FIGHTING 2 FORCE**



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# WEAPONS



## HECKLER AND KOCH HK-91.

Lightweight and ease of use were the main design aims of this weapon. Designed to be used in a variety of combat scenarios, the rocket launcher utilizes a cartridge loading system to speed up rate of fire and delivers a range of ordnance. These include standard high explosive rounds, HEAT and laser targeted rockets.



## COLT SAR-9.

This weapon is in use with both military and police forces in the USA. Firing a range of ordnance, the launcher has a range of 100m and has a rotating drum cartridge containing twelve rounds. Accuracy is not great, but this is not required for riot control or the kind of military operations it is designed for.



## ESCHER COMMANDO BLADE.

Titanium composite non-reflective blade. Lightweight carbon fibre handle. Balanced for throwing. The designers have used the most advanced technology and materials available to create a close quarters weapon capable of surviving even the most inhospitable environments.



## DODGE URBAN.

Using tough lightweight plastics, the Dodge is the next century's answer to the twelve-gauge shotgun of the old west. The recoil-inertia loading system employed in this weapon gives it the edge over other auto-loading shotguns. The higher recoil from this system is soaked up by the clever design of the weapons body and stock, and the advanced lightweight plastics that make up the construction.



## T-8 MFG.

As standard NATO ordnance, the T-8 hand grenade has been produced in its millions and exported to over thirty countries worldwide. The T-8 was the first multi-format grenade (MFG) to come into service and the reliability of the weapon has made it a favorite with all branches of the armed forces, especially anti-terrorist and special forces units. Multi-format programming allows the user to select the type of detonation required before arming the grenade.



## SCHIEGLAR TOM-72.

This assault rifle is capable of a murderous and sustained rate of fire, outstripping any other assault rifle currently on the market. Firing 9mm rounds, the TOM-72 has been designed for upgradability and will accept a wide range of combat accessories. Night sights, laser targeting and grenade launchers being just a few. It is a favorite weapon for anti-terrorist units where close range and high rate of fire are required.

# FIGHTING FORCE 2:



**I**n Fighting Force 2, everything is new. Core Design took the best elements of the original game, which was the

fast-paced hand-to-hand combat and object interaction and carried it to the next level in gaming. Sporting a brand new 3D game engine and focusing on the action genre rather than simple beat'em up has really opened the eyes of tough to please hard-core gamers. Rather than using an entire "Force" of characters, Core has chosen to focus on one main character, Hawk Manson, to lead the charge in this sequel. This allows for more storyline elements to be introduced as well as a greater number of animations or moves the character will have. The main objective of the game is not known at the outset. The storyline is integrated, giving clear objectives that allow the plot to unfold. Cut scenes will be used to give the player his next

objective or further information. Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line.

Hawk is also equipped with a data handset of which information is received via the Control Base. The Base will give Hawk additional information and objectives.

"In fact we have introduced many new weapons, which will help the player to deal with some of the most difficult situations making the action more realistic and rewarding. All the fighting moves and the system have been redesigned so that interacting with them results in a more balanced game for the player," says Ken Lockley, Producer at Core Design.

**HANSOI SHORT SWORD.**

Titanium composite non-reflective blade. Lightweight carbon fiber handle. Balanced and designed for close range combat.

**ARMACOM - 400.**

With a range of 50m, this flamethrower was designed for urban warfare where neutralizing snipers and house to house fighting are necessary. The flammable chemical mix is held in a 10-litre tank under the body of the weapon and is pressurized prior to firing. Cumbersome and inaccurate, the weapon has not found favor amongst the armed forces.

**DORLING INDUSTRIES MK-3000.**

This stun gun fires a directed charge of 18000 Volts, paralyzing the target. Repeated shots will have a fatal effect on the target, and all police forces are aware of the controversial nature of this weapon.

**GHK-9.**

This high velocity sniper rifle is military and special forces grade hardware. Lightweight and using advanced scope technology, it fires titanium hollow bore rounds at up to a 3km range. The targeting scope is classified technology, and its environment sensors can detect wind speed, fall off and operator 'shake' and compensate for these factors accordingly.

**BLACK WIDOW STRIKE SERIES 900.**

Lightweight and tough, the design of this crossbow makes it ideal for covert operations. The weapon can be fitted with a laser guided night sight and is capable of firing a number of bolts. These include carbon fibre, poison tip and explosive head bolts.

**GENERAL DYNAMICS M-30.**

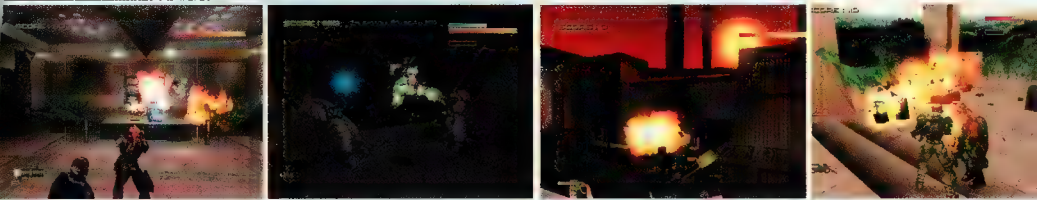
20mm explosive case rounds fired at thirty rounds a second make the General Dynamics chain gun a deadly piece of hardware. The compact dimensions of the weapon allow it to be mounted or carried, but the manufacturer does not recommend firing from the hip.

**DODGE RIOT BATON.**

This is a carbon fibre baton designed to deliver an electric shock on contact with an earthed object. A favorite with security forces in the USA but banned in many other countries, the baton is used in riot control and siege-breaking operations.

**UZI-2.**

The UZI-2 was a complete redesign of the thirty-year-old weapon designed by the Israeli army. Using modern construction techniques the new gun has maintained its small dimensions, lightweight and heavy rate of fire, but now features many improvements that were previously only available in bolt-on extras. Night sights, grenade launchers and ACT (Adaptive Cartridge Technology) have upgraded the gun into the next century.

**LEVEL PROGRESSION**

The player must negotiate nine global locations, split into approximately 24 separate stages. The levels vary from the steel mills of Pittsburgh and a tank factory in Japan to South America. Each location holds a clue that leads to the final confrontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional strength and protection. The game flow also splits after the fifth level where the player is given a choice that will result in the player visiting different locations.

**ARTIFICIAL INTELLIGENCE**

Each of the 50 enemies and bosses have unique artificial intelligence and are knowledgeable about the layout of the surroundings. For example, if Hawk enters a room the characters may react in different ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in the process. This is where some of the stealth capabilities play a role in the game. Some characters will not perceive the player as a threat unless a direct action is taken against them. Avoiding confrontation in some situations may be a more strategic decision. "The AI and game flow control in FF2 create much

more varied and interesting potential outcomes in any given situation. For instance the removal of an enemy before he manages to set an alarm (Bringing reinforcements into a room - This would be BAD!), will make passage through that area substantially easier. The player will also be able to learn from the behavior of individual enemies and in later levels, avoid having to deal with the reinforcements by taking the "alarm setting" enemy out FIRST before he is able to call them," says Lockley.

**KEN LOCKLEY ON THE NEW APPROACH TO FF2**

The original game's major weakness would have to be repetition. With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50:50. We had to completely re-think the control system to allow many more combat moves combos. There are specific combos and deadly weapons, even moves when guns are emptied (player can use empty pistol to hit enemies). We also have 'chargeable' moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the count of moves has almost doubled from the previous Fighting Force.



# TOMB RAIDER THE LAST REVELATION

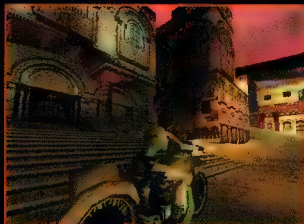
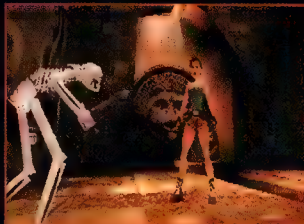
And SET sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

**E**gypt. Land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction... or death. Enter: Lara Croft. Based entirely in Egyptian locations, The Last Revelation's plot revolves around ancient mythology and the alignment of the stars at the millennium. Finding herself in a serious predicament, Lara's objective is clear from the outset - she must escape a terrifying destiny and rectify a situation that threatens to destroy humanity.

The story is unveiled seamlessly through gameplay action driven by advanced engine technology. New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience. Tomb Raider: The Last Revelation's redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to be combined, collected and stored. The new inventory also features Lara's diary, which includes her personal notes

from each adventure and a location map that players can access for hints and tips. Application of the transformed system will give new life to puzzle elements - a key feature of Tomb Raider: The Last Revelation. Clear objectives and smaller locations will result in less time spent traveling between areas. Individual environments are more reminiscent of the original game - tightly focused and puzzle-oriented, but with higher levels of detail and a greater number of objects than seen before.

The atmosphere will also be more akin to the original due to the emphasis on ancient locations and tombs. To further the atmospheric detail, the lighting system features spotlighting. New environment mapping allows a variety of surfaces and objects to reflect and react to light sources. Lara herself will have a new remodeled look - fully skinned and more detailed. A range of new moves, both simple and complex, provides an assortment of brand new puzzle and trap mechanisms for Lara to negotiate. The puzzles are based on Egyptian mythology and will operate like complex board games right at the player's fingertips.





## Interview with Adrian Smith of Core Design

### So what's the plot this time?

We've made the basis of the story a lot simpler this time around - the player is given a very clear objective from the outset. The plot will twist and turn as Lara progresses, but the ultimate goal always remains in sight.

Very basically, Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb... and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final confrontation.

### Do you fear a backlash against this title since it is the 4th in the series?

Despite any number of new features and improvements, the game is still, in essence, "Tomb Raider" - an adventure game featuring Lara Croft. What we have done this time is completely re-address a number of key elements. This will immediately distinguish Last Revelation from its predecessors and bring fresh life to the title. The on-screen format is completely new - gone are the old inventory rings, loading screens etc. It's always been our intention to make the fourth game as accessible to as many people (both old fans and new users) as possible. We've focused on simpler gameplay so the game will be easier than TRIII in terms of direction and objectives. Players will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objectives - so it's very much like the original game in that respect. A very clear storyline and single location means that a lot less time is wasted covering vast distances.

In some ways Last Revelation is a prequel to the trilogy, but the technical advances will make it far more detailed and atmospheric. If you've never played a Tomb Raider game, this is the one that we'll be recommending!

### Can you tell us about any of the new enemies that Lara will face?

We're concentrating on highly detailed enemies - there may be fewer of these but they will certainly be more purposeful than those seen in previous titles. Since we're dealing with Egypt, our artists and animators have really been able to let their imaginations go so we've



got mythological baddies as well as natives and generics. Due to the nature of the plot, you'll find a lot of rather strange things happening and don't be surprised if you find that you are pitting your skill against an adversary through the adventure.

### Will there be another game in the Tomb Raider series?

Well you know what they say... You just can't keep a good girl down...!



[Tombraider.com](http://Tombraider.com)

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# fear effect™

Fear Effect is set to stun gamers with amazing visuals, suspenseful fast-paced action, original character design, and an intense storyline. The developer down at Kronos Digital Entertainment answered a few questions for us on why this game is so special.

## **Tell us about the unique technical advances in Fear Effect?**

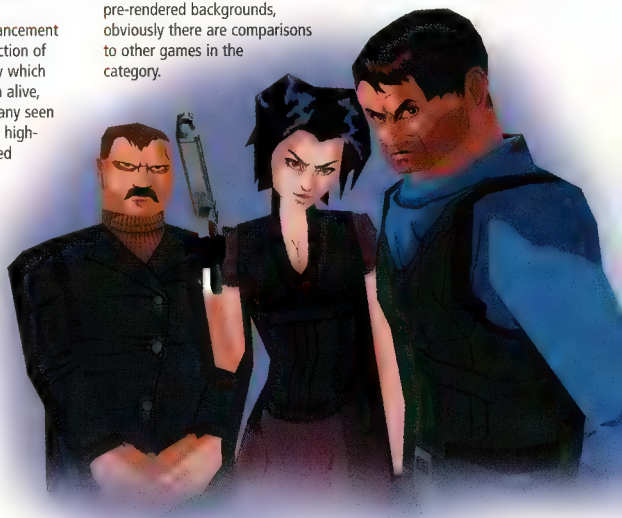
The most unique advancement has to be the introduction of Motion FX technology which enables us to have an alive, flowing world unlike any seen before. We've taken a high-resolution pre-rendered background and brought it to life with full motion video (FMV) by constantly streaming data from the CD. This results in game environments having everything from flashing billboards to intense action sequences with amazing explosions. While we do this, the player is able to move the 3D polygon character around the world including almost imperceptible seek times between the backgrounds.

## **How do those technical advances benefit gameplay?**

Fear Effect was designed to exploit the engine to the fullest. There are plenty of action sequences that require the player to interact not only with polygonal enemies and NPCs, but with the FMV backgrounds. And since we are constantly streaming data, there are no load screens once the game begins, enabling the player to have a continuous gaming experience without interruption.

Due to the game incorporating 3D polygon characters on pre-rendered backgrounds, obviously there are comparisons to other games in the category.

running through the worlds. That's when we knew the

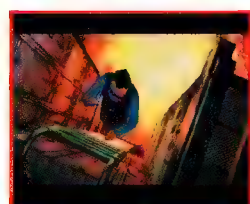
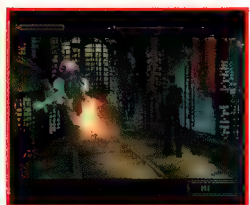
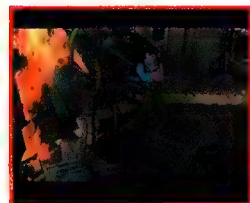
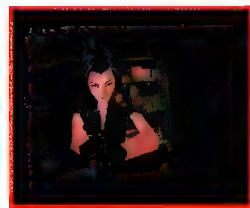


## **What separates Fear Effect from other action packed suspense thrillers?**

We knew that the technique of having all the backgrounds in the game being hi-res cinematics would create the worlds we were after. But there was concern that our 3D characters might become lost amid all the action in the backgrounds. That is when we decided to go with an anime-style for the characters. We had to take a 3D object and intentionally make it look 2D. After a considerable amount of R&D, including studying hard shadows and changing the color palette, we began to see Hana and Glas

manga style we created was distinctly right for Fear Effect. The game itself contains numerous, highly detailed locations that the player must explore as all three of the hero characters. There are numerous puzzles to be solved and secrets to be revealed. And the threat (or chance, depending on your point of view) of gunplay is constant.

The way we develop characters and tell the story really set Fear Effect apart. By design, the player will get to "become" different characters so that they may experience all the facets of the story. This is not achieved through



gimmicky game mechanics such as "mind controlling," "body jumping" or "soul possessing." It is accomplished through logical plot editing and creative cinematic direction.

### Explain how the Fear Meter works?

The Fear Meter is composed of two parts, a Situational Bar and Fear Gauge. The Situational Bar shows the relative amount of Fear in various situations such as gunfights. The Fear Gauge keeps track of the overall Fear.

When the Situational Bar moves all the way to the left, it will add one level to the Fear Gauge. If the player reaches Maximum Fear, then any additional damage they sustain will result in death. When the Situational Bar moves all the way to the right, it will remove one level of fear from the Fear Gauge.

There are no health power-ups available in Fear Effect. To increase the character's chance of success, you will have to perform well in stressful situations. Sneak killing enemies, doing well in gunfights, solving puzzles and discovering needed items will all increase your confidence, which will have a positive effect on the Situational Bar and remove Fear from the Fear Gauge.

Conversely, taking damage, running out of ammunition and being detected by enemies will decrease the Situational Bar and add to the Fear Gauge.

If you are to succeed in Fear Effect, you must Control the mercenaries' Fear. Every action you choose will have some effect.



Fear Effect Team

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### ROYCE GLAS

Age: 34  
Height: 6'  
Weight: 198 lbs.  
Born: Pacifica, California, USA  
Specialty: Mercenary

Profile: Glas is ex-military. He is a highly decorated vet of a number of conflicts that are officially denied by the US government.



Currently a gun for hire, Glas operates on the edge of the law and will kill in defense of himself or of his mission without hesitation. Although he is driven by his own sense of honor, he also takes on dangerous assignments because he needs the money. Respected by his team, Glas is fearless, stoic and cunning. He is not your classic burnout, but he's close. He can easily adapt to situational changes. Those who have underestimated him usually find themselves resting peacefully under the topsoil.



### JAKOB "DEKE" DECOURT

Age: 37  
Height: 6'5"  
Weight: 219 lbs.  
Born: Christchurch, New Australia  
Specialty: Assassin, Explosives

Profile: Deke walks the fine line between aggressive and psychotic. A large, brooding man, Deke is attractive to women, but not a pretty boy. Deke enjoys his work immensely, through he remains haunted by the demons of the numerous men and women he has killed.



A long-time friend of Glas, Deke is an expert in explosives and weapons. Working with Deke is like making a deal with the devil. He's extremely effective, but he leaves a wide wake of carnage and bloodshed. Unlike Glas, Deke is not professionally trained. Instead, he honed his talents during the many range wars that until recently plagued New Australia.



### HANA TSU-VACHEL

Age: 24  
Height: 5'7"  
Weight: 118 lbs.  
Born: Hong Kong Province, ROC  
Specialty: Covert Ops

Profile: Raised and trained in the Province Military Theater, Hana is an expert Covert Operative who specializes in infiltration. She is fluent in the many varied dialects of the Chinese Republic.



A world-class marksman and driver, Hana is part French and part Chinese. Her orphan upbringing conditioned Hana to be distant to those that she does not know, and to be careful of whom she will trust.

Hana and Glas have worked together before, when Hana was doing freelance work for the French Government.

A beautiful woman, Hana lives life with passion and takes life without reservation.



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# Legacy of Kain: Soul Reaver™ Tops the Charts!

"Soul Reaver delivers an epic piece of vampiric literature." [ign.com](#)

"...a deep game possessed with a myriad of impressive little touches..."  
[videogames.com](#)

"...this is one of the few titles this year that lives up to the hype."  
[ign.com](#)

"3D exploration and adventure at its finest...Game of the Month."  
Expert Gamer Magazine

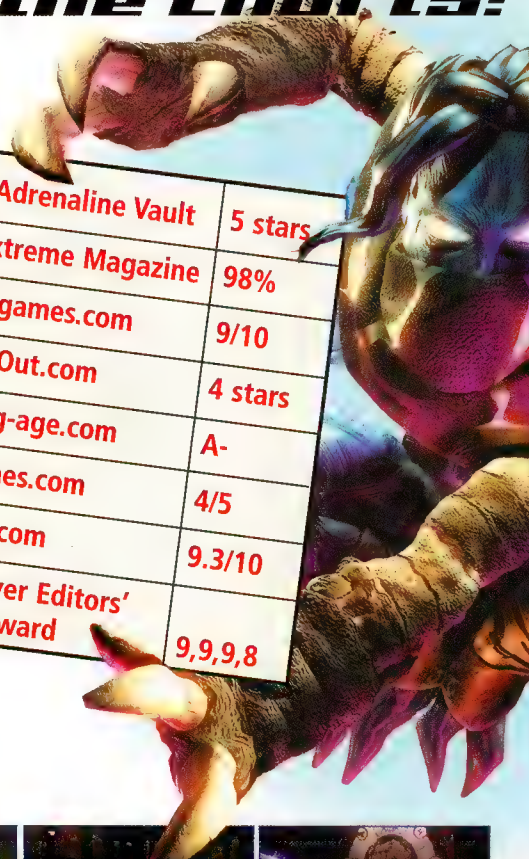
"Soul Reaver's environments are jaw dropping." [gaming-age.com](#)

"Soul sucking fun." [GamePro](#)

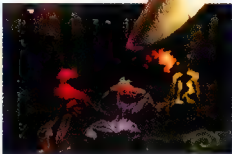
"...the new standard in PS adventure games. Eerie atmosphere and solid mechanics make Soul Reaver a marquee PS title." [Official PlayStation Magazine](#)

"...a game so dark and foreboding that light wilts in its presence." [Gamers' Republic](#)

"...easily one of the most impressive-looking games we've seen on the PlayStation." [PlayStation Magazine](#)



The Adrenaline Vault	5 stars
PS Extreme Magazine	98%
<a href="#">videogames.com</a>	9/10
CheckOut.com	4 stars
<a href="#">gaming-age.com</a>	A-
<a href="#">hotgames.com</a>	4/5
<a href="#">psx.ign.com</a>	9.3/10
EGM Silver Editors' Choice Award	9,9,9,8



Pushing the PlayStation to the limits with incredibly fluid graphics and realistic environments, the recently released Legacy of Kain: Soul Reaver has created quite a buzz in the gaming world. For those of you that haven't whet your vampiric appetite yet, here's what you can expect according to LOK: SR Director Amy Hennig: "Our goal from the beginning was to provide a seamless, immersive game experience – an epic adventure set in a relatively non-linear game world, that rewards players' exploration and problem-solving skills. Soul Reaver is an action-adventure game with an intuitive set of player mechanics, an innovative combat system, lush visuals, and RPG-type elements like character growth, ability acquisition, and story progression."

As Raziel, you stalk Nosgoth feeding upon the souls of your enemies as you seek to destroy your creator, Kain. Battle five different clans of vampires throughout your exploration of a vast 3D world tainted by a vampire dynasty's rule. An engrossing, epic adventure sure to satisfy your craving for truly fulfilling gameplay, Legacy of Kain features real-time morphing (shift between the material and spectral realms), seamless gameplay (no load times!), and a grim gothic story supported with full-motion animation, in-game cinematic events and compelling voice-over.

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# Dune 2000

Harvesting Spice ain't what is used to be

**I**n case you didn't know, the original PC version of Dune was the first real-time strategy game ever (as they are defined today). It was so compelling that it created a monstrous genre that is still as popular as ever.

As ambitious as Dune was at the time, this game is not. Dune 2000 is basically the same old relic with a new coat of paint on: Three very similar warring factions must harvest Spice to build up their arsenals while avoiding pesky Sand Worms. The gameplay and artificial intelligence is about as rudimentary as RTS games get and the "revamped" 3D graphics (with some 2D infantry) are pretty piss-poor by PlayStation standards.

There are a few good things about the game such as the moody soundtrack and a flexible Practice mode that lets you play against up to three computer opponents or against a human (via link-cable). While those features and the game's nostalgic qualities (for what few Dune fans are left) are a little enticing, Dune 2000 makes it quite obvious that what was good back then simply isn't good enough now, especially with such lackluster window-dressing.

—Kraig Kujawa



**Developer** Westwood St.  
**Publisher** Westwood St.  
**Genre** Strategy



Wormsign! The Sand Worms add some welcome personality and randomness to the otherwise mediocre gameplay (above).



## Box Score

### Pros

- Sand Worms
- Lots of missions
- Mouse support
- Multiplayer (link-cable only)

### Cons

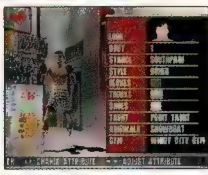
- Ugly 3D graphics
- Rudimentary gameplay
- Cheesy FMV



DPM Rating



**Developer** EA Sports  
**Publisher** Electronic Arts  
**Genre** Sports



One of the most compelling things about Knockout Kings is the ability to create match-ups across eras (above).

## Box Score

### Pros

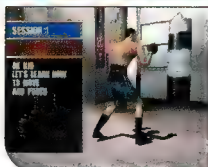
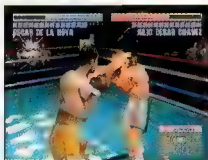
- Lots of boxers
- Funny boxer introductions
- Career mode is deep
- Bonus arcade-type mode

### Cons

- Questionable hits/misses
- Not as strategic as some boxing fans might want



DPM Rating



# Knockout Kings 2000

Deliver punches across eras

**L**ately, I really hesitate to think of boxing as much of a serious sport anymore, but if there's any hope of finding some of the honor that used to bestow it, Knockout Kings 2000 might be a good place to look.

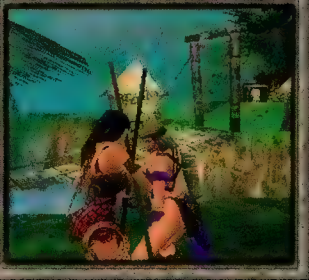
That's in large part because a lot of the all-time greats such as Muhammad Ali and Joe Frazier are in this heavily licensed game (in addition to a lot of current ones), making for some very cool match-up possibilities. And if you don't know much about those past boxers, you can choose to play a Classic Fight that gives you the low-down.

The most important thing is that the game is fun and much improved over last year's sluggish title. The boxers move fast and fluidly and the graphics are detailed enough so that you can easily tell who each one is and how badly they are hurt (facially at least). There's lots of moves (and some signature ones for certain boxers), but often it feels like you can just get away with pounding on the jab button repeatedly—something that's best saved only for the game's arcadey "Sluggfest" mode.

Knockout Kings doesn't score a knockout, but it has enough realism and depth to satisfy serious boxing fans.

—Kraig Kujawa





**B**arbarians aren't the only ones that will need a change of underwear. Cyclops, will fall before your legendary looks. Throw a Chakram. Cast a spell. Crack a rib mythological worlds. Because every sword-swinging warrior princess knows, the quickest.

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Ever seen a grown  
Barbarian wet his loincloth?

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guide available.



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# Space Invaders

Not flashy, but it remains true to the original

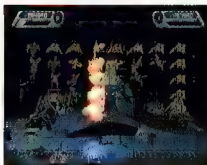
**I**t's relatively difficult to still make shooting endless rows of lumbering aliens fun in this day and age, but Activision has managed to pull it off. How they did it didn't require brain surgery—they just didn't mess with a good thing.

And so here it is, *Space Invaders* in 3D. The play mechanics are almost entirely identical to the original, but everything in this PlayStation remake looks nicer, of course, and your repertoire of weapons and the aliens they blast have a bit more personality and flair. There's nothing more satisfying than teaching those pesky critters a lesson by frying wholesale amounts of them in one trigger press with the gaudy rockets and huge laser beams that you can acquire. In a weird way, these lopsided armaments make it feel as though you and your PlayStation have progressed since the '80s, and those helpless aliens have not.

Much like the original, *Space Invaders* is relatively easy and is accessible to even the most novice player. It's even more of a cakewalk if you play the two-player cooperative mode. Although this game won't keep you tied up for hours, it will be something that you'll come back to for a fun and nostalgic moment now and again.

—Kraig Kujawa

Developer **Z-Axis**  
Publisher **Activision**  
Genre **Action**



The two-player cooperative mode is definitely the highlight of the game (above).



## Box Score

### Pros

- Remains true to original
- Two-player co-op
- Classic is hidden in the game

### Cons

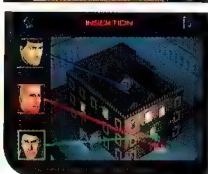
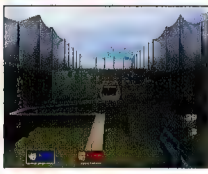
- Unoriginal "bosses"
- Not very challenging



Publisher **Red Storm Ent.**  
Developer **Red Storm Ent.**  
Genre **Action**



Switch on the night-vision goggles and peck at unsuspecting soldiers in the dark (above).



## Box Score

### Pros

- Nice, realistic selection of weapons and items
- Novel game concept executed badly

### Cons

- Glitchy and ugly graphics
- Repetitious gameplay



# Rainbow Six

As usual, the book is much better

**I**'m a big fan of Tom Clancy's novels (*Rainbow Six* is a great book), but it looks like I won't be as fan of his company's PlayStation games anytime soon.

Judging from this game, *Rainbow Six* is the designation given to an elite anti-terrorism squad whose job it is to save really ugly hostages from ugly terrorists who stage their terror in even uglier buildings. To stop these stupid-looking (and acting) aggressors, you must fight and sneak your way through a really boring first-person shooter that takes place in the claustrophobic hallways and rooms of buildings. Being able to command a team of soldiers and choose your entry points is a nice novelty, but really, taking out the terrorists themselves isn't so difficult. For the most part they're about as dumb as dirt. The hardest part of game, rather, is learning to use the clumsy controls that make even the easiest tasks annoying. The situation is made worse by a choppy framerate and poor animation that bogs everything down.

And those problems are just the beginning with *Rainbow Six*, believe it or not. In fact, it would probably be much less frustrating to become an elite anti-terrorist Rambo-type by just joining the military.

—Kraig Kujawa

Between a Sinister World of Shadow  
And a Dangerous Dimension of Fantasy  
Lies a Twisted Battle for Reality

# SILHOUETTE MIRAGE



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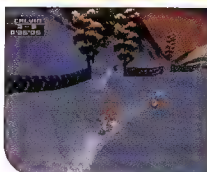
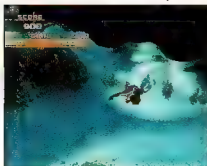
# MTV Sports: Snowboarding

A bit of boarding déjà vu

**Developer** Radical  
**Publisher** THQ  
**Genre** Sports



- 1 or 2 Players
- Memory Card 1 block
- Analog Control Compatible
- Vibration Function Compatible



Sure, the Create-A-Park mode (left) may be simple, but it does add a welcome bit of replay value.

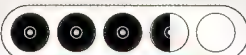
## Box Score

### Pros

- Courses more realistic than most
- Solid board control
- Create-A-Park
- Nice graphics

### Cons

- Somewhat limited tricks
- Less variety than most
- Trick execution a bit spotty



DPM Rating

I thought this game looked familiar the first time I loaded it up, and then I realized that it was developed by Radical Entertainment, the studio responsible for last year's ESPN X Games Pro Boarder. Like Pro Boarder, MTV Sports: Snowboarding's most positive trait is the fact that most courses are exceptionally wide, giving players a much wider range of paths down the mountain and resulting in a more realistic game overall.

But this game shares a few negative traits with Pro Boarder, as well. Though the trick system has been expanded, there is still a more limited selection of tricks than in other titles. And trick execution still seems a bit spotty: In most cases you need to commit to a trick before launching from a ramp, and your ability to combine tricks is pretty limited.

Still, the game has plenty of good points. The championship mode poses a fair challenge (though less variety than in competing titles, which hurts the replay value a bit), and the game includes a Create-A-Park mode in which you place jumps, rails and obstacles along a preset course.

Though the game retains its share of flaws from Radical's previous effort, the broad, realistic courses and solid control make MTV Sports' offering my favorite snowboarding title this year.

—Joe Rybicki



- 1 or 2 Players
- Memory Card 1 block
- Analog Control Compatible
- Vibration Function Compatible

**Developer** 3DO  
**Publisher** 3DO  
**Genre** Action



One example of the variety of missions is this one (above), where your objective is to protect a teddy bear floating down a creek.



## Box Score

### Pros

- Solid controls
- Nice graphics
- Varied missions

### Cons

- Early missions VERY simple
- Environments can get monotonous



DPM Rating

# Army Men Air Attack

Toy chopper combat, Strike style

It's sort of astounding how quickly 3DO has turned Army Men into a major franchise. With all the games out or in the works, they may be pushing the saturation point. But that doesn't stop me from having a great time with Army Men Air Attack. Considering the unexceptional look of Army Men 3D, I was surprised by how polished the graphics are in AMAA. The levels are nicely illustrated, and weapons and explosions are accompanied by nice graphic effects. But the game isn't just nice to look at. First off, the chopper controls are as solid as you'd want, making the frequent chaotic firefights exciting rather than frustrating. (It would have been nice to have some altitude control, but I expect that would make the game too complex for its own good.) Secondly, the missions are varied enough (albeit a bit too simple at the start) to keep things moving along nicely, though some of the environments can tend to run together over the course of a few missions. And the innovative elements, like the use of fireworks for firepower in the "our world" missions and the ability to pick up and move most obstacles in a level, give AMAA a unique style similar titles lack. Add some nice multiplayer options and the result is an all-around solid take on the Strike style.

—Joe Rybicki

The Most talked-about

Most satisfying

Most magical

Most romantic

Most engrossing

Most interesting

Most recommended

**RPG of 1999**

Will gain one final title on  
January 1, 2000:

Most hard to resist

On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game console will cease. Forever. The end. Omega-time. Sales have far exceeded our expectations, and being the mentally-challenged non-MBA gaming-types we are, we thought it would be kind of cool to say "Enough! All the cool people that know what's up have already bought the game anyway. Had the experience. Are probably listening to the free soundtrack and fondling the other free stuff right now, laughing at the ignoramuses (or is that ignorami? We never can remember...) who still call anime 'that freaky Speed Racer stuff.' Why not keep this game at least a LITTLE bit of a secret and make the penny-pinchers who haven't bought it yet end up paying too much on eBay™ when they realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do with floating Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your momma savin' your sorry butt with her awesome foresight, 'cuz she already spent the family dough on wonder bread and kool-aid. Bon Appetiti!"

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"...a godsend."

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# South Park

Dude, this game sucks major portions of ass

I'd have to say that it's more the rule than the exception that licensed games are generally disappointing. I was hoping South Park might defy this trend, but no such luck.

There are some really amusing elements to the game. Seeing the 2D characters rendered in 3D for the cinematic segments is hysterical, for one thing. The fact that all the voices are accurate, with new dialogue recorded just for the game, is also fantastic. And the selection of twisted weaponry is perhaps the high point of the game: You can't help but love such treats as the Cow Launcher, Super Sniper Chicken and Dr. Mephesto's Warpo Ray (with three different modes!).

Here's the problem: The game engine itself is complete and utter crap. The ultra-simplistic graphic style of *South Park* just doesn't lend itself to a first-person shooter; the environments are so bland that half the time you have no idea where you are, and the ridiculously limited sight distance doesn't help at all. The enemies don't make it any more interesting, since there's generally one type of enemy on each level: hundreds of "minions," a few "tanks" and a boss, all basically the same creature. Sluggish controls just make it all worse. For die-hard fans only.

—Joe Rybicki

Developer **Appaloosa**  
Publisher **Acclaim**  
Genre **Action**



The Cow Launcher (above) is a devastating weapon. It's too bad that when you get hit your screen turns this putrid magenta color, bringing to mind PC days of old.

## Box Score

### Pros

- Great selection of weapons
- Real voices help implement the license well

### Cons

- The gameplay just sucks
- Graphics are far too bland
- Monotonous enemies



Developer **FOX Sports**  
Publisher **FOX Sports**  
Genre **Sports**



Look at the top right, and you'll see one of the most exaggerated, high-flying aftermaths of a hard-hit (above).

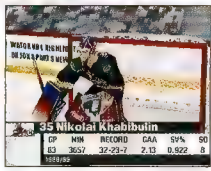
## Box Score

### Pros

- Nice in-game intro
- Good two-man commentary
- Has all of the "mandatory" features

### Cons

- Bland graphics
- Nothing extraordinary
- Has a sloppy feel to it



# NHL Championship 2000

A game as bland as its name

With long-running franchises such as EA Sports' NHL series and 989 Sports' NHL FaceOff series firmly entrenched in the PlayStation sports scene, FOX Sports really had to create something special to give hockey fans a good reason to turn their skates in their direction. But that didn't happen.

NHL Championship 2000 might have been really good if it came out a couple of years ago, but now it seems bland when compared to the rest of the pack. The 3D graphics are pretty good, but they suffer from some jittery player animation and a drabness that keeps them from looking sharp. The gameplay is fun, yet it begs for a refinement that's present in the other hockey franchises that have had years to get it right. To sum it up, this FOX Sports game just isn't nearly as deep as NHL 2000 and it isn't nearly as fun as NHL FaceOff 2000.

Really, the only thing that this game has that the others can't touch is the official glowing FOX puck, FOX announcers (the commentary is actually pretty good) and the FOX Sports Net presentation. And quite frankly, even if you love that catchy FOX music, that's not enough of a reason to buy a hockey game. Get NHL FaceOff 2000 instead.

—Kraig Kujawa



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One EA SPORTS 2000 game of your choice

[illegible]



# FIFA 2000

EA scores the Golden Goal

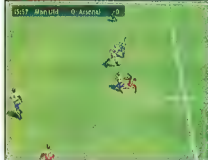
**F**IFA 99 was great. This is better. EA's soccer series has really been on a roll in the last couple of years, and I can't imagine there being anything important that someone could want out of a soccer game that this one doesn't provide.

FIFA 2000 has window-dressing that is unrivaled in sports games. Whether you like international leagues, classic squads or our home-brewed MLS clubs, FIFA 2000 has your team. There's even two separate groups of two professional announcers to call the action (depending on whether you're using the MLS or international teams). Also, while you're sifting through all of the cool features and menu screens, FIFA plays an excellent, upbeat soundtrack comprised of some top-notch bands.

Of course, a good soccer game isn't just a sum of its features, and FIFA 2000 plays like a champ. Headlining the fast and realistic gameplay is great control and a superbly refined passing system that makes it easy to find your teammates in any situation. The graphics are really detailed—most of the motion-captured player animations are fluid and there's a wide variety of them as well. There's a few nitpicky flaws (see Cons), but they don't tarnish this awesome soccer game.

—Kraig Kujawa

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Genre** Sports



FIFA's combination of icon and normal passing is flexible, easy and efficient (top and left).

## Box Score

### Pros

- Great for multiplayer
- Loads of teams
- Awesome presentation
- Incredible feature list

### Cons

- One or two jerky player animations
- Dumb mistakes by goalie even on top difficulty level



OPM Rating



**Developer** Neverhood  
**Publisher** SouthPeak Int  
**Genre** Fighting



The claymation FMVs in between the stages are almost worth the price of admission...almost, but not quite.

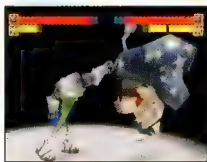
## Box Score

### Pros

- Offbeat humor
- Stylish music
- Funny claymation

### Cons

- Lacks real depth
- Fair graphics
- Highly repetitive



# Boombots

Not a lot of boom for the buck

**I** really wanted to like Boombots more than I did. Honest. The presentation, music and wacky story are all top-notch and give the illusion that something worthwhile is lurking underneath, if only you look hard enough. But there is simply not enough depth in gameplay to warrant all the time needed to unlock extra levels and characters.

There certainly are a wide variety of 'bots to battle with, but no single one can keep your attention for long. A part of the blame falls on the graphics, which really hinder the comical nature of the characters. Close up, you can see lots of nice animation touches and comical gestures, but the camera is almost always too far away; all you see are fuzzy figures.

On the plus side, the enemies are pretty smart and it's very tough to remain undefeated (which is required to unlock stuff). The overall play is fairly balanced, with each character having a specialty. The larger 'bots, however, are very tough to win with consistently. While a wider array of attacks and flashier graphics would help, the gameplay is what really needs tweaking. The action just gets repetitive and boring way too soon. Playing against human players is always an option, but it definitely does not save the game. Younger kids may get a kick out of it, but advance players should rent first.

—Wataru Maruyama

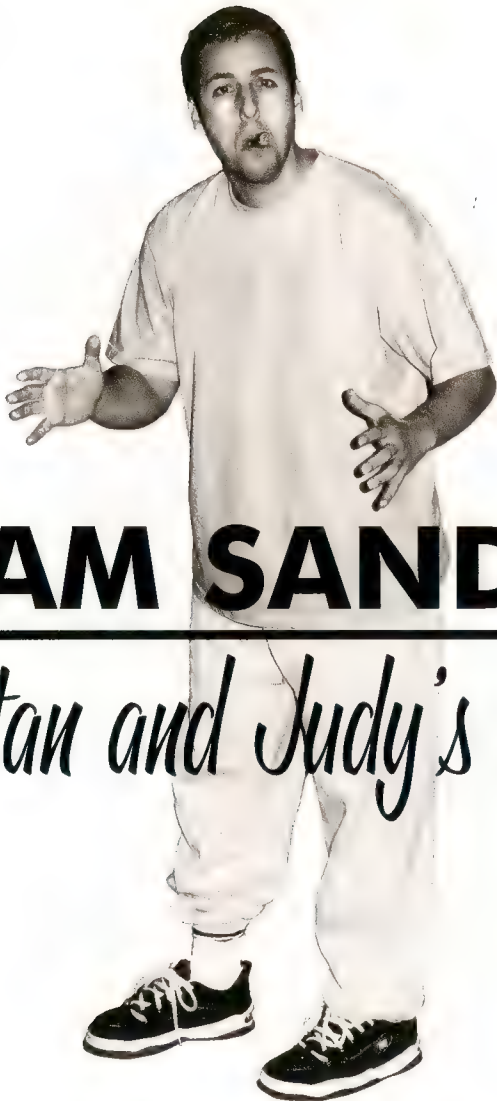


OPM Rating

**PARENTAL  
ADVISORY  
EXPLICIT CONTENT**



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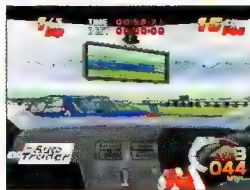
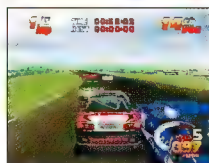
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# TOCA 2

Simulation is king

**Developer** Codemasters  
**Publisher** Activision  
**Genre** Racing



If you slam into another car or obstacle too hard, your windshield will shatter, leaving you with some 'splaining to do (above).

## Box Score

### Pros

- Very realistic
- Challenging
- Improves on the original in every area

### Cons

- Framerate still dips
- Not quite as flashy as other racers



**T**he original TOCA stunned people with its adherence to realism, but it scared off many more with its sub-par graphics and horrendous framerate. TOCA 2 sets out to prove that its racing engine is still unrivaled and now has the graphics to prove it. True to form, the cars handle like a dream and react very convincingly. Every ground effect is accounted for and the vibration feature is used in brilliant ways. In comparison, the original Gran Turismo had sensitive car physics which were very much like the original TOCA, but I believe this sets the new standard.

It's amazing that Codemasters were able to ramp up the bells and whistles while still maintaining the insane amount of realism present in the game. I know my expectations for the next generation of racers on the PS2 have just gone way up thanks to TOCA 2 on this generation of hardware.

Surprisingly, the game is more accessible to novices than its predecessor due to the tighter controls and adjusted difficulties, and I can't even begin to tell you how awesome the head-to-head play is. If Codemasters could maintain 60 fps and somehow manage high-res graphics, this game would be absolutely perfect. As it is, TOCA 2 is highly recommended to all driving fans. I haven't spent enough time with GT2, but I'd bet it won't be able to touch this.

—Wataru Maruyama

**Developer** Codemasters  
**Publisher** Activision  
**Genre** Racing



This first-person view (above) may seem goopy, but it's surprisingly adequate.



## Box Score

### Pros

- Good effort at realism
- Lots of tracks
- Fair level of challenge
- It's not a snowboarding game!

### Cons

- Shoddy collisions
- Slippery controls
- Inferior graphics



# Downhill Mtn. Bike Racing

It's all uphill from here

**I** have to say I'm relieved that game designers are turning to genres other than snowboarding to get their "extreme sports" quotas in. That said, No Fear Downhill Mountain Bike Racing (whew!) offers about what you'd expect from the first effort at creating a dedicated mountain biking game on the PlayStation.

The game certainly offers a great deal more depth than, say, 3Xtreme or Rushdown. The 24 courses range from the mildly challenging (due mostly to lots of 90-degree turns) to the deadly (lots of 90-degree turns at excruciating speeds). And you can't just charge through these trails at full speed; you'll need to keep an eye on the Energy meter in the corner of the screen, conserving your strength for the straightaways or short uphill segments and coasting downhill. The competition is generally solid, but if you persevere you'll be rewarded with upgrades to your bike; it even helps to have some knowledge of biking to make the best use of these.

But though the game is at least semi-realistic in these areas, the collisions are so shoddy that it really blows the sim feel (or any arcade fun, for that matter). And while the animations are good, the graphics as a whole are disappointingly first-generation. Bikers will want to check the game out by default, but for others it's a rental at best.

—Joe Rybicki

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*Just when you thought it was safe to go fishing.*

# BASS





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# Ready 2 Rumble

Boxing, without all the corruption

**A**lthough I'm usually partial to simulation sports games, Punch Out!, the pioneer of action-boxing games, has always been one of my favorites. Unfortunately, Ready 2 Rumble isn't quite as fun as that, but it does fill the niche pretty well.

Ready 2 Rumble's numerous, goofy-looking characters (there's also many hidden ones) and their signature moves are the strength of this game. Names ranging from "Afro Thunder" to "Big Willy Johnson" (complete with gaudy Michael Buffer introductions) all but assure that there will be a few chuckles to go along with their punches and other signature moves. Still, I still wish the boxers' designs were even more over-the-top.

Pounding your opponent into the ground isn't a very tactical affair. Each character has a basic set of blocks, body and head blows, accompanied by special moves that only they have. Just about any player can hold their own in the ring for awhile by just passionately button-mashing, even against veteran players. But that simplicity is really Ready 2 Rumble's charm, and although it might disappoint hardcore game players, it makes this a great party game that's easy to pick up and play. —**Kraig Kujawa**



**Developer** Point of View  
**Publisher** Midway  
**Genre** Fighting



By connecting on powerful punches, you can spell out the word "Rumble" which then gives you a bit more pep in your gloves (above).

## Box Score

### Pros

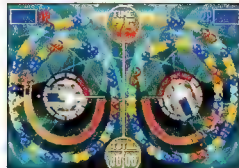
- Lots of goofy characters
- Training games are a nice addition
- Great party game

### Cons

- Characters and their moves could have been even more zany



**Developer** Taito  
**Publisher** Infogrames  
**Genre** Puzzle



As expected, two-player action is very intense due to the speed of the action.

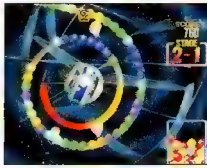
## Box Score

### Pros

- Incredibly addictive
- Genuinely unnerving
- Original

### Cons

- Chain system could be better
- Music selection is average



# Ballistic

The best puzzle game in years

**T**his game is the easiest call I've had to make this month. From the first minute I played Ballistic, which was three months ago, it just felt right. While the basic play elements are "borrowed" from the Bust a Move series, the chain system and quirks are as original as you'll get from puzzle games today.

The secret lies in the pacing of the game. The balls move along the spiral at a very quick pace, which doesn't leave you with a lot of time to think things through until you become accustomed to the game. The constant threat of getting overwhelmed suits the game perfectly, and never gives you a moment to rest. As you get better, you'll be able to see chain possibilities which give you a lot more breathing room.

The two-player mode takes that rushing sensation to the next level. The balls are still coming at their quick pace, but it picks up depending on how well the other player is doing. The matches go extremely fast at first, but expert players will be able to volley back and forth for quite a while.

To say it's one of the most exhausting puzzle games in a while is an understatement. While the game is unquestionably a great one, there is still room for improvement. It would be nice to see more depth in the chain system and more play options in the two-player mode. Even so, Ballistic is still a big winner.

—**Wataru Maruyama**

# Worms Armageddon

The slithery multiplayer sleeper returns

**C**hances are you might never have heard of Worms, but this sleeper franchise has been around for a very long time and has long been one of my favorite multiplayer games. It managed to achieve a cult status on the PC but just never caught on with console systems.

Part of the reason it never drew much attention is because the control was really unmanageable with the previous console controllers. But with the PlayStation Dual Shock controller, Worms Armageddon is suddenly much more console-friendly. After going through the game's training missions and playing a few games, lobbing Holy Hand Grenades and dropping explosive Old Women on your opponent's worm troopers isn't very difficult at all. Using some of your tools (such as ropes) is still a bit difficult, but you'll manage just fine.

Most importantly, the game's blend of strategy and action is as addictive as ever, and the graphics have been improved quite a bit—even though they are still appropriately 2D. The one-player mode still isn't very interesting, but it serves as good practice for what this game really is—one of the best multiplayer games out there.

—Kraig Kujawa

Developer **Team 17**  
Publisher **Hasbro**  
Genre **Strategy**



Being able to use ropes is one of the most important (and hardest to learn) skills in the game (above).

## Box Score

### Pros

- Unique multiplayer game
- Very humorous

### Cons

- Control takes some getting used to
- Lackluster one-player mode



DPM Rating

Developer **Konami**  
Publisher **Konami**  
Genre **Sports**



You can concentrate on catching the big ol' bass or try your hand at world monster fish (they're abnormally large and tough).



## Box Score

### Pros

- Easy to learn
- Fast arcade-style action
- Amusing voice overs

### Cons

- Not very realistic
- Lacks long term replay value
- Fishing options are limited



DPM Rating

# Fisherman's Bait 2: Big Ol' Bass

Big ol' bass need big ol' bait

**I**f there's one thing the PlayStation doesn't have a shortage of, it's fishing games. The genre is so prolific that they're spawning sequels like Fisherman's Bait 2: Big Ol' Bass.

I'm no expert on the target audience of this genre, but I actually prefer the arcade-style fishing games over the simulation titles. That said, I found Big Ol' Bass to be quite a hoot. The variety of modes helps quite a bit, my favorite being the World Monster Fish mode which lets you try your hand at catching extraordinarily large fish in fictitious settings. Be warned that you should sharpen your skills in the regular modes before attempting these huge monsters.

The one problem with the game is that it wears thin rather quickly due to the weak level of challenge. After a while, you'll be able to reel in the fish at a slow, but almost guaranteed rate every time. Playing head-to-head puts a bit more zip in the proceedings since you have to reel faster than normal, but how much time would you want to spend doing that?

In the end, people looking for long-term fishing action should look to the more serious fishing sims out there. If you just want a fun, arcade-style fishing contest with lots of flash and light on the realism, definitely look up Fisherman's Bait 2. It won't set the world on fire, but what do you expect? It's a fishing game.

—Wataru Maruyama



# CyberTiger

Not as cheesy as the name implies

**E**ver since Hot Shots Golf garnered generous praise from critics and consumers, game companies forever changed their approach to console golf games. CyberTiger is one of the first by-products of that change, and I was pleasantly surprised that the game is much better than its horrible name.

CyberTiger is a really easy game to pick up. Within a few minutes, anyone can start lining up shots and finishing each course reasonably close to par, especially with the easy and fun to use analog swing meter (you pull back for power, then push forward to hit the ball). There's also lots of helpful aides to keep novices competitive, but veteran players will find that not relying on them will shave even more strokes from their score.

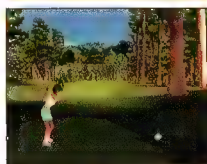
The arcade-like gameplay is fast and enjoyable—EA really found some cool ways to spice up the competition on the links with an assortment of power-ups, characters and courses. The game is just packed with bonuses and it seems like it would take forever to find all of the hidden secrets.

As good as the game is, it still doesn't quite match the fluidity and pure fun that Hot Shots Golf offers. But those are lofty standards, and CyberTiger is a great way to tide you over until HSG 2. —*Kraig Kujawa*

**Developer** EA Sports  
**Publisher** Electronic Arts  
**Genre** Sports



- 1-4 Players
- Memory Card 1-6 blocks
- Analog Control Compatible
- Vibration Function Compatible



Before hitting the links, you can acquire power-ups by hitting targets with your ball on a special driving range (above).

## Box Score

### Pros

- Lots of courses and players
- Fast gameplay
- Packed with play modes
- Easy to pick up and learn

### Cons

- Some cheesy humor and sounds
- Graphics and framerate could be better

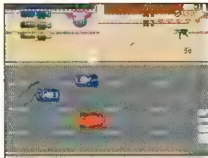


**Developer** DMA  
**Publisher** Rockstar  
**Genre** Adventure

- 1 Player
- Memory Card 1-6 blocks



Criminal life fact #158: You will get shot a lot. If you get shot too much, you will die.



## Box Score

### Pros

- Cool music
- Stylistically dead on
- Respect is everything

### Cons

- The graphics
- Tough controls
- Ugh, those graphics again



# Grand Theft Auto 2

Watch out for the jack move

**W**hen the original Grand Theft Auto was released, the theme was so controversial, players overlooked the very basic graphical presentation of the game. Some would argue it was because of that theme that the game had to look the way it did.

Regardless, the envelope has been pushed further on what is acceptable, and GTA 2 just looks dated. It's hard to go from the fully 3D mean streets of Driver to a (mostly) 2D overhead view of tiny sprites.

DMA does get credit for trying and the sequel is a much better game than it's predecessor. The respect meter is the coolest thing in the game, and it actually works. Each gang will act differently according to whether you are their top trigger man or tops on their hit list. The scrolling is much improved too, with environments sporting much cleaner textures.

I could forgive the basic look and feel of the game if the gameplay was tight, but it's not. It's still tough to navigate cars and your human counterpart in tight situations. I can't tell you how many times I died because I was stuck on something my character couldn't walk around. The game also seems unbalanced in places with insanely difficult situations at odd points of the game. Above all else, a game has to be fun to play, and GTA 2 still fulfills at least that requirement.

—*Wataru Maruyama*

# Shadow Man

Death ain't pretty

**H**aving heard that the N64 version of Shadow Man was good, I was eager to play the PlayStation incarnation. Boy, was that a mistake. It's not that the game lacks any redeeming qualities; rather, it's that Shadow Man comes so close to being good, yet somehow manages to fail so miserably.

The game starts out promisingly enough, with an in-game cinema revolving around Jack the Ripper and some supremely evil dude who calls himself Legion. The grisly story and the excellent voice work easily drew me in from the beginning (even making it possible to ignore the horrid animation), and the plot unfolds as the game progresses, introducing lots of memorable characters and a nice back story.

But the game itself is so painful to play that this great setup is all but wasted. The biggest problem is that the game seems to break just about every rule of 3D adventure design—the ones you'd think anyone with half a brain and a copy of Tomb Raider would know to avoid. Things like terrible collision detection and sluggish controls make Shadow Man painful to play, and the dark, ugly graphics and horrendous framerate make it painful to look at. So while the story, characters, voices and music are all well above average, it's not enough to save this stinker. —Joe Rybicki

**Developer** 3DO  
**Publisher** 3DO  
**Genre** Misc.



- 1-4 Players
- Memory Card 1 block
- Vibration Function Compatible



Nope, Vegas Games 2000 may not look spectacular, but it moves quickly and it gets the job done.

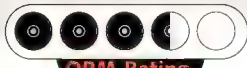
## Box Score

### Pros

- Simple, unpretentious style
- Intuitive interface

### Cons

- Timid AI
- Could have more games



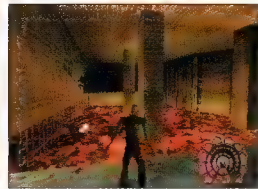
OPM Rating



**Developer** Acclaim  
**Publisher** Acclaim  
**Genre** Adventure



- 1 Player
- Memory Card 1 block
- Analog Control Compatible
- Vibration Function Compatible



This kind of supplemental material (left) is scattered throughout the game, and helps flesh out the story quite a bit.



## Box Score

### Pros

- Great story
- Good voices
- Memorable characters
- Excellent music

### Cons

- Painful to play
- Painful to watch
- Just plain painful



OPM Rating

# Vegas Games 2000

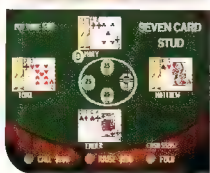
A safe bet

**T**he question with casino games is always this: What's the point? Gambling may be fun and all, but when you're not playing for real money there's nowhere near the same level of excitement. And the more seriously the game takes itself (see Golden Nugget or Caesar's Palace II for examples), the less I'm willing to invest the time to play.

That said, Vegas Games 2000 is a pretty good example of how to do a casino game well. The game is exceptionally simple: There are no unnecessary card animations, no annoying dealer voices and no clunky casino navigation interface. This strips each game down to its most basic elements, making the games quick and easy, which is a great way to keep players coming back for more. The intuitive interface helps a lot, too.

There are a few areas for improvement, however. The AI opponents in Poker, for example, seem exceptionally timid at best—and sometimes they're just stupid. Craps has at least one questionable area, too: You're allowed to roll without a bet on the Pass line, even if you're the only player (though I assume the game pretends there's someone else rolling, since you'd rarely be at a real Craps table alone). But I'd still recommend Vegas Games on the basis of its no-frills approach.

—Joe Rybicki





# Broken Sword II

**A challenging departure from the norm**

**T**here are so few point-and-click adventures on the PlayStation that games like Broken Sword II are at the very least a nice departure from the norm. And BSII is definitely one of the best examples of this genre; unfortunately, it shares many of the same problems as the original.

The biggest problem is that in the transition from PC to PS not enough care was taken to ensure the detailed environments are easy to see on a standard television. I encountered several puzzles in which there was absolutely no way to discern the point-and-click "hotspot" without relying on blind luck or the move-the-cursor-everywhere-on-the-screen method. It can also be a bit frustrating that there's only one way to get past each obstacle. Though I do like the fact that the puzzles are more challenging than in the previous game, if you somehow miss a necessary item (which is easy to do due to the aforementioned problem), you very well may end up banging your head against the wall in frustration.

The story is well developed, however (though not as involving as in the original game), and the graphics and dialogue are both superb. So while Broken Sword II may fill a very small niche on the PlayStation, it is a nice cerebral challenge for fans of classic adventures.

—Joe Rybicki



**Developer** Revolution  
**Publisher** Crave  
**Genre** Adventure



The artwork in Broken Sword II is excellent, even though it's so detailed that frequent disc loading is necessary.

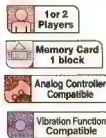
## Box Score

### Pros

- Beautiful graphics
- Entertaining, adult writing
- Good story
- Good challenge

### Cons

- Some "hot-spots" too tiny
- Just one way to solve each puzzle
- Voice could be clearer



**Developer** VCC Team FEB  
**Publisher** Crave  
**Genre** Racing



The levels twist and turn like nothing you've ever seen. Good thing I've got magnets!

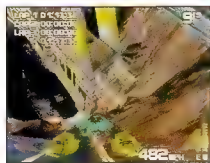
## Box Score

### Pros

- Interesting concept
- Inventive course design
- Slick menus

### Cons

- High learning curve
- Vehicles look dorky
- Magnet gimmick wears thin



# Killer Loop

**Is Magnetic charm enough?**

**B**illed as the game Wipeout wishes it could be, Killer Loop manages to live up to some of that hype. The action is indeed lightning quick and the high framerate ensures you have at least a fighting chance at maintaining control. The track design award definitely goes to Loop, with its wildly careening tunnels and twisting roads that are both difficult to maneuver through and beautiful to look at. The menu screens are also very elegant, with clever transitions and no loading.

The difficulty alone will prevent most from seeing what the game is really capable of. Once you learn the twists and turns of a particular track, you will not believe how quickly the vehicles zip around the corners. Study the whole magnet system and eventually you can use it without assistance for that true seat-of-your-pants experience.

The challenge of gaining all this mastery is quite engrossing and I spent a great deal of time doing so, but somewhere along the way I realized I wasn't having much fun, and the payoff of running a super-fast lap isn't worth the trouble. Although Wipeout hasn't been the cutting edge of anything for a long time, it still has cool ships and believable weapons, which Killer Loop lacks. Masochists with a need for high speed should by all means sign up for this race.

—Wataru Maruyama

# Pong

Simple, yet (still) effective

**M**aybe someone should give an award to Hasbro, who has now made the most retro videogames on the PlayStation to date. But better yet, this remake of Pong is actually pretty good. Progressing through the game involves beating the computer at various different arenas that have a look and style all their own. Some have interesting themes, while others have important obstacles and power-ups that drastically change your strategy. There are also some cool (but sometimes frustrating) levels that offer completely different ricocheting challenges. As you beat more of the levels, bonus options and other secrets are opened up, giving you a reason to keep playing. Some of those secrets can be used in multiplayer, where the already flexible options (team play, four-player competitive, etc.) are by far the strongest and most addictive features of Pong.

My only gripe is that it really seems like the collision-detection on the paddle doesn't seem quite exact sometimes—and that's pretty important in Pong, don't you think? Even so, this incarnation of Pong is as in-depth as a game can be where the gameplay involves hitting a ball back and forth between rectangles.

—Kraig Kujawa

**Developer** Konami  
**Publisher** Konami  
**Genre** Sports



1-4 Players

Memory Card 1 block



It's highly recommended you customize your buttons to ensure the best finger motion. It also helps to have a cool looking athlete too.

## Box Score

### Pros

- Great graphics and animation
- Four-player mayhem
- Lots of events

### Cons

- Puts a hurt on fingers
- More timing-based events would be great



**OPM Rating**

**Developer** Supersonic  
**Publisher** Hasbro  
**Genre** Action

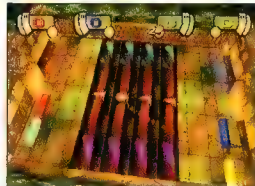


1-4 Players

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible



Four-player competition (team or otherwise) is one of this game's highlights (above). Special levels add some variety to the otherwise back-and-forth gameplay (left).

## Box Score

### Pros

- Plenty of variety
- Colorful graphics
- Lots of fun in multiplayer

### Cons

- Questionable paddle/ball collision detection.



**OPM Rating**

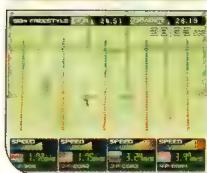
# Int. Track & Field 2000

Serious finger skills required

**I**t's been a long time coming, but Konami finally bestows upon us the follow up to their classic Track & Field series. All the finger-numbing action you'd expect is back along with more events and a better overall presentation. The thing you notice right away are the much-improved graphics. All the athletes are detailed with very smooth-looking polygons and appropriately colorful uniforms. Their animations are also quite stunning, with movements that look like they were motion captured. The environment also gets a nice makeover, helping you get into that Olympic mood.

Like I said earlier, the gameplay is pretty much the same, although there are some variations. In addition to precise button thrashing, you also have more timed button commands as well as slower paced alternate button mashing. Classic events like Long Jump and Javelin Throw are still combinations of fast button mashing and timed presses, while Canoeing is all about the right pace of button presses. Some events like Gymnastics are even further variations, but all in all it's well thought out. The only event I can honestly say I hated was Cycling, a grueling and seemingly endless series of button mashing that I could easily do without. Track & Field 2000 is an entertaining single-player romp, but a flat out fantastic experience as a multiplayer game.

—Wataru Maruyama





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Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-A-Move 4, Ridge Racer Type 4, Elmo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

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25 Games You Must Play Street Fighter Alpha 3 Strategy



Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macrocosm VFX 2, Street Fighter Alpha 3

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EA sports vs. 999 studios Jade Cocoon Strategy



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### Volume 2 Issue 13-10 October 1999

Final Fantasy VIII Strategy Demo Disc includes: playables:



Metal Solid: VR Mission, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motorsport, Toy Story 2, Bugs Bunny, Pac-Man World non-playables: Rugrats, Countdown Vipers, Win-Tang, Fight Back 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels, Turbo Racing

### Volume 2 Issue 14-10 October 1999

Tomb Raider 4 Crash Team Racing Strategy



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Spyro the Dragon Strategy



Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3 non-playables: Pantheon, Evil, NFL GameDay 99

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Demo Disc Only!



playables: MediEvil, WarGames: Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars non-playables: Crash Bandicoot: WarPED, Tenshu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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Metal Gear Solid Crash Bandicoot Strategy



Tom Raider III, Crash Bandicoot: WarPED, Bomberman World, A Bug's Life, Running Wild, Invasion from Beyond, Kage: Deception II, Metal Gear Solid, Gran Turismo non-playables: Silent Hill, Knockout Kings, Big Air

### Volume 2 Issue 4-10 January 1999

Gex Deep Cover Gecko Tomb Raider III Strategy



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PlayStation Dictionary Synphon Filter Strategy



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Cool Boarders Strategy



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Resident Evil 2 Feature Tomb Raider II Strategy



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playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Soga Frontier, Mega Man X

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playables: Gran Turismo, Tomba, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

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**A roundup of the most notable games of recent months**

### Ape Escape

The first PlayStation game to require an analog controller, Ape Escape sets a new standard with its ingenious and precise controls. The huge number of different weapons, moves and vehicles make this one of the most diverse platformers out there. The game does suffer from some slowdown and typical 3D camera issues, but it's otherwise excellent.



**OPM Rating** (★★★★★)

### Dino Crisis

As you might expect, Dino Crisis bears a strong resemblance to Resident Evil, though there are a number of significant differences. Tougher enemies, more challenging puzzles and more exceptional graphics are the major points; the game also excels in story, music, and even voice acting.



**OPM Rating** (★★★★★)

### Driver

It's a brilliant idea: Conduct any number of suspicious car-related activities in locations modeled after four real-world cities. Throw in one of the most entertaining driving engines around and you've got a truly exceptional game. Sure, it's a bit unpolished, but you'll love it anyway.



**OPM Rating** (★★★★★)

### Final Fantasy VIII

Somehow this game manages to exceed the high expectations set upon it. The game features an epic story, mind-blowing graphics, and the innovative Guardian Force system. Some elements of the battle system can get tedious, but they don't hurt the game enough to matter.



**OPM Rating** (★★★★★)

### Grandia

Though packed with unique ideas and new features, Grandia somehow feels as comfortable as your favorite older RPG. An innovative battle system makes combat interesting, and an elegant character advancement system encourages players to seek out battles, which can be a chore in other RPGs. Unfortunately, the dialogue and voice acting is depressingly awkward.



**OPM Rating** (★★★★★)

### Legacy of Kain: Soul Reaver

Graphically, Soul Reaver looks like it shouldn't even be possible on the PlayStation. Great textures, exceptional level design and brilliant character models and animation make this game a joy to look at. The game play isn't quite as supereb: Enemies are too sparse, and the great graphics bog the game down a bit. Still, it's a fantastic game overall.



**OPM Rating** (★★★★★)

### Lunar: SSSS

This reworked version of the classic Sega CD RPG puts most of today's "advanced" RPGs to shame with a great story, superb writing and an excellent battle system. The graphics may look dated to those used to 32-bit RPGs, but that's not why you play an RPG anyway, is it? The game package even comes with lots of nifty extras. Lunar will remind you why you started playing RPGs in the first place.



**OPM Rating** (★★★★★)

### Madden NFL 2000

EA has managed to significantly improve the Madden engine so that it runs faster, cleaner and more smoothly. But it's in AI and realism that Madden 2000 really stands above the competition. Truly, this is the best football game ever.



**OPM Rating** (★★★★★)

### Metal Gear Solid VR Missions

If for some reason you didn't like MGS, this game won't convert you, but if you were, you'll love this puzzle-game take on the PlayStation classic. The game offers plenty of challenge throughout the 160 mini-levels, ranging from the cerebral to the reflex-oriented.



**OPM Rating** (★★★★★)

### NFL Blitz 2000

The main improvements with this sequel lie within the multiple layers of depth that have been added. The most significant feature is the four-player two-on-two competition, since the addition of a human teammate completely changes the game. Though the graphics aren't similarly enhanced, they're more than adequate. This is one pigskin title that's simply a blast to play.



**OPM Rating** (★★★★★)

### NFL GameDay 2000

If football games were judge solely on pizzazz, GameDay 2000 would be rated the best ever. The atmosphere is without peer, from the play-by-play to the television-style presentation. But the game play is not nearly as solid; the game is riddled with bugs, as well as enough inaccuracies and general silliness to drive any hardcore football



## recap pick of the month

### CTR: Crash Team Racing

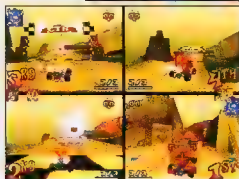
CTR is one example of a mascot racer that is so solid as to make the use of the familiar mascots nearly irrelevant. That is, the game would be solid, entertaining, and wholly worthwhile even without these familiar elements, and that's unusual for this type of game.

First off, as you might expect from Naughty Dog, the graphics are simply phenomenal. You'll see absolutely no pop-up or draw in on any of the levels (don't ask us how they did it; we don't know either), and each level has a unique look and feel.

But it's the great racing engine that makes CTR so excellent. Exceptionally solid controls make complex maneuvers simple, and the substantial number of levels and extras keep players coming back for more. The best part, though, is the innovative turbo system, which adds a great deal of strategy. Loads of multiplayer options are just icing on the cake.



**OPM Rating** (★★★★★)



fan mad. If you're a casual fan, though, you may find it more enjoyable than the more serious Madden 2000.

**OPM Rating** (●●●●○)

## NFL Xtreme 2

Though marginally better than last year's version Xtreme 2 still suffers from many of the same problems. With the game still trying unsuccessfully to balance GameDay-style realism with Blitz-style arcade fun, just about the only thing Xtreme excels at is annoying players with its overdone, forced, "trash talk" humor; messy, unintuitive gameplay; and unpredictable, choppy animations.

**OPM Rating** (●●○○○○)

## NHL 2000

With NHL 99 having come under fire for its sluggish framerate and game speed, it seems that EA may have over-compensated with NHL 2K. The game moves so fast that it actually interferes with the control. But the overwhelming number of features—from the great atmosphere and presentation to any stat a hardcore hockey fan could possibly want—make it worthwhile anyway.

**OPM Rating** (●●●●○)

## NHL FaceOff 2000

This may be '99 Sports' most improved game yet. To start off with, they did a great job of balancing game speed and control. Add the superb graphics and you have a game that's nice just to look at. Though FaceOff doesn't have the same depth of features as NHL 2K, it's still a solid game.

**OPM Rating** (●●●●○)

## Pac-Man World

This is simply one of the best re-makes of a classic game yet. Namco takes Pac-Man into a full 3D world, and in the process creates an engaging platformer with a serious nostalgia factor. Many different game modes mix the classic gameplay with plenty of new elements, creating a game that's both fresh and familiar.

**OPM Rating** (●●●●○)

## Sled Storm

EA manages to dig up an "extreme sport" that hasn't been done before on the PlayStation, and turns it into a solid, entertaining racer. Sled Storm comes packed with a ton of tracks, both "Open Mountain" and Snocross, and the Open Mountain courses are riddled with shortcuts and alternate routes, adding to the replay value. The game's a bit too easy to beat, but you'll have a great time getting there.

**OPM Rating** (●●●●○)

## Star Wars: Ep. I—TPM

For the most part, this game is barely above average. Though it follows the story from the film well, the control is stiff and occasionally frustrating, the graphics aren't exceptional and the gameplay is largely ho-hum.

**OPM Rating** (●●●○○)

## Street Fighter Alpha 3

This is without a doubt the best installment in the Street Fighter series. Remarkably faithful to the arcade version, the home edition also includes a World Tour Mode, which lets players tour the world to build up their favorite characters' abilities. To top it off, a ton of extras await the diligent player. All in all, for 2D PlayStation fighting this is as good as it gets.

**OPM Rating** (●●●●○)

## Tony Hawk's Pro Skater

This may very well be the best skateboarding game on any system yet. A hearty and intuitive trick system provides the core of this game, while convincingly spacious environments set the stage for the skating goodness. Excellent graphics and loads of replay value round out the package.

**OPM Rating** (●●●●○)

## Triple Play 2000

EA Sports has finally managed to improve the frame-rate problems that plagued previous Triple Play titles, and has come up with this year's baseball game to beat. A revamped, simplified interface makes the game much more intuitive, and the more dramatic TV-style presentation adds plenty of ambience. Check it out.

**OPM Rating** (●●●●○)

## WCW Mayhem

Though this isn't the best wrestling title we've seen, it is a promising first foray into the ring for EA. The game sports detailed character models, quick and realistic (though a bit jerky) animation, and lots of extras. Occasionally sluggish controls and an inferior Create-a-Wrestler mode could be improved, but overall it's a fairly solid game.

**OPM Rating** (●●●○○)

## WWF Attitude

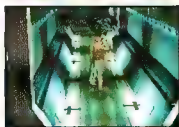
A staggering 24 different match types are just the beginning for this brawler. The game oozes with options, from the ability to make your own Pay-Per-View event to the robust Create A Wrestler mode. The engine's a bit slow and occasionally buggy, but still quite solid and entertaining.

**OPM Rating** (●●●○○)

# Ratings at a Glance

Ace Combat 2	●●●●○
Activision Classics	●●○○○○
Bloody Roar 2	●●●●○
Brave Fencer Musashi	●●●●○
Breath of Fire III	●●●●○
Bugs Bunny: LiT	●●●●○
Civilization II	●●●●○
Contender	●●●●○
Crash: WARPED	●●●●○
Demolition Racer	●●●●○
Ehrgeiz	●●●●○
FIFA 99	●●●●○
Final Fantasy Anth.	●●●●○
Gex 3	●●●●○
Gran Turismo	●●●●○
Guardian's Crusade	●●●○○
Jade Cocoon	●●●●○
Jet Moto 3	●●●●○
Kartia	●●●●○
Legend of Legaia	●●●●○
Metal Gear Solid	●●●●○
MLB 2000	●●●●○
Mortal Kombat 4	●●●●○
NBA Live 99	●●●●○
Need For Speed: H5	●●●●○
NFL GameDay 99	●●●●○
NHL 99	●●●●○
OW: Abe's Exoddus	●●●●○
Parasite Eve	●●●●○
Pitfall 3D	●●○○○○
R4	●●●●○
R-Type Delta	●●●●○
Rollcage	●●●●○
Silent Hill	●●●●○
Star Ocean: 2nd Story	●●●●○
Street Sk8er	●●●○○
Suikoden II	●●●●○
Syphon Filter	●●●●○
Thousand Arms	●●●●○
WCW/nWo Thunder	●○○○○
Wipeout 3	●●●●○
Xenogears	●●●●○





## A New Twist On Survival Horror

ESSENTIAL Strategy by Jim Mazurek

**A**s if a horde of relentless zombies in Raccoon City weren't scary enough, Capcom has decided to drop a group of government special ops onto an island infested with killer dinosaurs. I think "eerie" is the word you're looking for.

Kidding aside, *Dino Crisis* is truly one of the few games I've played that really scared the crap out of me during gameplay. It's not just all purty graphics either. After playing through

it several times, it's actually quite easy to find little things that you missed on your previous games. With this in mind, I'd say that it definitely is strong in the gameplay department.

The detailed maps in this guide serve as the major part of your walk-through and should be used in place of your in-game maps. Extra care was taken to ensure map accuracy, so you better appreciate 'em!

## You Need to Know... dealing with dinos

### • It's Unfortunate, but True

My only gripe with *Dino Crisis* comes from the fact that certain Dinosaurs "magically" reappear after they've been previously destroyed. There's nothing cheesier than killing a monster with your hard-earned ammo, only to have it reappear an hour later. Since this is the case, only use ammunition as an absolute LAST resort. Use tranquilizers instead, and use them often.

### • Evasion Tactics

When approaching a hostile Dino (one that isn't tranquilized), always try to run past its backside instead of the front. I found that the Dinosaurs don't use their tail attacks as much as their bite/gnawing limb attacks. Even if they do attack, you're much better off taking the small percentage of damage from a tail attack rather than getting tossed around in the monster's jaws.

### • Using Tranquilizers

The tranquilizer's darts could very well be the best overall item in the game. Not only are they plentiful, but they allow for no reloading time and are an "instant dino knock out" when mixed to higher levels. Learn to make and use only the most powerful darts by mixing An. Aids,

Intensifiers, Multipliers and Darts (see charts for a more detailed explanation).

### • Hit & Run

Even if you really need to shoot a dino for some odd reason (he's, say, blocking your path or something), try not to waste ammo by actually killing it. It's often best to spray one round in its face, then blow by it with one of the evasion tactics. This way, you can save ammunition AND get past the critter.

### • The Key to Sequential Saving

When playing a game like *Dino*, it's very important to remember not to save over previous games. So it might take three or four memory cards to save on entirely new blocks every hour or so, but at least you won't have to replay through the whole section if you want to take a different path through the game.

### • Using Emergency Boxes

Unlike Resident Evil, *Dino Crisis* doesn't offer a giant "toy chest" that allows for instant storage of just about every item in the game. Instead, they offer individual smaller containers called E-Boxes which hold up to 10 items each. Use these to hold surplus items, and make sure to check our maps before spending plugs on them (some E-boxes hold much better items than others).

## The Ultimate Mixing Resource

When mixing items, you should know that sometimes it doesn't matter how many you mix to get a desired result/amount. Take the Poison Dart for example. If you mix three An. Dart L++ with one Resuscitation you'll get one Poison Dart, right? But if you mix three An. Dart L++ with two Resuscitations you'll get TWO Poison Darts, right? Wrong! You'll only get one! Don't waste items

unnecessarily, and be aware of this when mixing. Also note that a "+" icon doesn't mean that a given item is more useful than another. It represents how close that item is to becoming the next item in the series. In other words, an An. Dart S++ is one step away from becoming an An. Dart M. Knowledge is power, so apply these techniques and prosper!

### Mixture Examples

Use this list for some of the more desirable items.

Item 1	+	Item 2	=	Outcome
An. Aid	+	An. Aid	=	An. Dart S x3
An. Aid	+	Intensifier	=	An. Dart S+
Rec. Aid	+	Rec. Aid	=	Hemostat++
Rec. Aid	+	Intensifier	=	Hemostat+
An. Aid	+	An. Dart S+	=	An. Dart L x2
Rec. Aid	+	Multiplier	=	Hemostat x2
Hemostat	+	An. Dart L	=	An. Dart L+
Med. P L	+	Rec. Aid	=	Med. P L++
Intensifier	+	An. Dart S	=	An. Dart M
An. Dart L x2	+	Multiplier	=	An. Dart L x4
Med. P M	+	An. Dart M	=	Med. P L+
An. Dart L++	+	Intensifier	=	<b>No change!</b>
Resus.	+	An. Dart L++ x3	=	Poison Dart
Med. P L++	+	Med. P L++	=	Resuscitation

### Levels Chart

This chart shows the strength of all items based on the hash marks visible on the item status screen.

1.)	Blue	An. Dart S	Hemostat
2.)	Blue	An. Dart S+	Hemostat+
3.)	Blue	An. Dart S++	Hemostat++
4.)	Green	An. Dart M	Med. Pak S
5.)	Green	An. Dart M+	Med. Pak S+
6.)	Green	An. Dart M++	Med. Pak S++
7.)	Orange	Med. P L	Med. P L+
8.)	Orange	Med. P L+	Med. P L++
9.)	Red	N/A	Med. Pak L
10.)	Red	N/A	Med. Pak L+
11.)	Red	N/A	Med. Pak L++
12.)	Red	N/A	Resuscitation
13.)	Red	N/A	Resuscitation
14.)	Red	Poison Dart	N/A



# Strategy The Walk-through

Use this walk-through in tandem with the maps, but also note that some areas may be accessed before you get to that particular map within the guide. Page through the guide and reference different areas as you come across them. Think of the maps as being their own "special little walk-through."

## 1 After the Drop

- Once you've arrived on the island, check around the first area and grab the **BG Area Key** from the shelf in the small storage room. Head toward the only available exit grate, and Gail will open the door for you.
- Follow the path with Gail and examine the dead body (or what's left of it). Search him for a **Med. Pak M**. Move on into the Backup Generator Room and you'll encounter your first puzzle.



### "Activating the Generator"

You'll need to arrange the batteries in this order: **Red, Blue, Green and White**. To do this you'll need to press the following buttons: **Right, Center, Right**. After getting the batteries in this order, pull the lever on the opposing wall to activate the generator.

## 2 The First Encounter

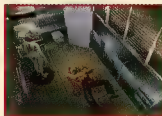
- Head outside to meet Gail, and you'll meet your first Velociraptor. Several shots from your Glock will kill it, but expect to sustain some minor damage before doing so. Continue down the path, and return to your starting point. Rick will call, and unlock the entrance into the complex for you.



### "Opening the Safe"

Enter the code **0426** at the safe and it will open. Inside lie the **Main Entrance Key** and a **Resuscitation**.

(Note: You normally wouldn't get this code as of yet, but there is no reason to hold it back, right? We're here to help, not hurt!)



## Dino Stats

Note: Poison darts are exempt because they will kill ANYTHING (except the T-Rex) on the first shot.



### "Compy"

Encountered in packs of four or five, the Compy only presents a minute danger to Regina and should NEVER be killed. It's a major waste of ammo...

#### Shots to Kill

One shot from any weapon will kill a Compy. SG Bullets and Heat Shells can even kill multiple targets with one shot!



### Velociraptor

The most common and ferocious dino you'll meet, don't fight them if they're in groups of two or more.

#### Shots to Kill

9mm- 10-13

40 S&W- 8-11

SG Bullets- 7-8

Slag Bullets- 4-5

Grenade Shells- 2

Heat Shells- 1-2



### New Raptor

Quite a bit tougher and faster than their less colorful cousins. Use tranquilizers and run for the nearest door!

#### Shots to Kill

9mm- 18-20

40 S&W- 11-12

SG Bullets- 5-6

Slag Bullets- 5-6

Grenade Shells- 3-4

Heat Shells- 2-3



### Therizino

Much stockier than the Raptors, these guys can kill Regina in two swift attacks. Best bet: Use tranquilizers.

#### Shots to Kill

9mm- 13-15

40 S&W- 10-11

SG Bullets- 7-8

Slag Bullets- 4-5

Grenade Shells- 2

Heat Bullets- 1-2



### Pteranodon

Like the Compy, you're better off avoiding these beasts altogether. Their swift movement makes 'em hard to hit.

#### Shots to Kill

9mm- 5-6

40 S&W- 4-5

SG Bullets- 1-2

Slag Bullets- 1-2

Grenade Shells- 1

Heat Bullets- 1-2

## 3 Inside the Complex

- Once inside, continue down the hallway and up the first ventilation shaft. Continue down the shaft, and exit at the first hole to the Control Room Hallway. Enter the Control Room, and talk to Rick. Head down the hallway toward the Management Office. Grab the **DDK Input H** and the **Plug** from the boxes of the shelf. Search the body and grab the **LEO Key**. Walk up to the safe for your second puzzle.

## 4 Access Granted

- Head out the north door and Rick will call explaining how he unlocked several of the Laser fences for you. Run past the Dino and head over to the Locker Room to grab the **DDK Code H** and the **An. Dart M**. Exit the room and head back past the laser fence through the double doors into the Main Entrance.

## 5 2nd Floor Investigation

- Head up the stairs and onto the balcony. Grab the **Med. Pak M** and push the box for a Random Item. Head through the doors and immediately into the



### "Opening the Safe"

Input the code **8159** to open the safe. Inside are the **Handgun Parts**. These will upgrade your standard Glock into a Glock 35 that can now use the high-powered **40 S&W** bullets.



### "Access the Chief's Room"

You'll need both the **DDK Code H** and the **DDK Input H** to open this door.

Once you enter the panel input the password **"HEAD"** and you'll gain access to the Chief's Room.



Lounge. Grab the Resuscitation in the corner by the sleeping Dino, then cruise around the corner and open the safe.

- Exit the room quickly, and pick up the **SG Bullets** before heading over to the DDK door. Click on the small blue panel, and you'll have to crack your first code.
- Grab the **SOL key** from the corpse, and head over to the table to grab the **DDK Input N**. After this, head back downstairs to the main room.

## 6 Fresh Air

- Grab the **Plug** by the E-box and access it. There's some heavy ammo inside. Also, move the box in the back of the room to get a **Random Item**. Go through the door to the Lecture Room Hallway and past the first laser fence. Read all the memos scattered throughout.

## 7 In Close Quarters

- Grab the **Plug** by the E-box and access it. There's some heavy ammo inside. Also, move the box in the back of the room to get a **Random Item**. Go through the door to the Lecture Room Hallway and past the first laser fence. Read all the memos scattered throughout.



### "Accessing the Elevator Lobby"

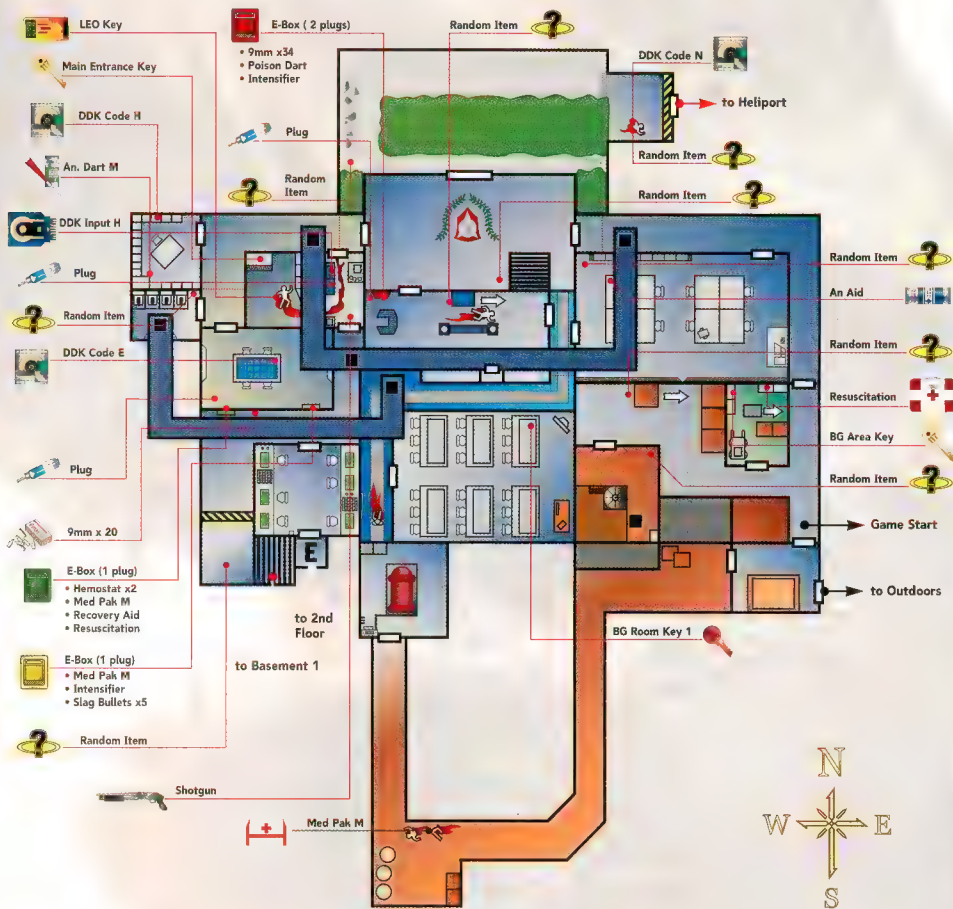
You'll need both the **DDK Code N** and the **DDK Input N** to open this door. Once you enter the panel input the password **"NEWMCOMER"** and you'll gain access to the Elevator Lobby.

and head back out through the Lecture Hallway.

- Use the green switches to throw steam at the dinosaurs, it's very helpful. Search the corpse at the end of the hallway to find a **Plug**, then enter the Office.
- Grab the **BG Room B1 Key** off the desk and get ready for your first "Danger!" event. Basically, the Danger! events require you to furiously mash on all of your buttons to prevent something horrific from happening. If you don't press the buttons fast enough, you can get eaten or smashed, among other bad things.
- After the event, leave the room and enter the ventilation shaft. Run through the passage, and jump down into the bathroom. Wash your hands and leave (that's supposed to be funny).

## 1st Floor

This map is meant to be used either in tandem with the text walk-through, or as its own entirely separate guide. Instead of making a confusing walk-through with lots of unnecessary cross references, we figured that most of you would be smart enough to use these maps in conjunction with your in-game maps to find your next objective.



## 8 Back to the Beginning

- Make your way back to the initial starting area (the brownish zone), and use the BG Room Key 1 on the fence to access the underground generator room.



### "Accessing the Elevator Lobby"

You'll need to arrange the batteries in this order: **Red, Blue, Green and White**. To do this, you'll need to press the following buttons: **Right, Center, Left, Right, Center, Right**. After getting the batteries in this order, pull the lever on the opposing wall to activate the generator.

- Once near the generator, grab the **Startup Battery** from the charger on the wall and put it into the case on the opposing wall.
- Rick will call upon completing this puzzle, and then you'll have to head back to the Control Room once more. Don't forget to push the shelf and grab the **Plug** before you leave. Also, make **SURE** to stop off in a save room and save your game before returning. You'll thank me later...

## 9 Make Your Decision (Part 1)

- When you get back, you'll be faced with your first multiple path within the game. You can either follow Gail (and stick to the mission), or Rick (and follow his goofy ways). In this walk-through, **Gail's Strategy**

will be shown first with **Green** color on top of each section. Then we'll show **Rick's Strategy** with **Blue** color on top. Both parts of the walk-through will meet back in the main section when it's appropriate.

### 10 Following Gail

- When you leave the Control Room, go around the corner and the grate that was previously blocking your path will be gone. Go down the steps and avoid the Compys without using ammo (very easy to do, just run past 'em). Enter the Medical Room and grab the **Plug** in the cardboard box, the **ID Card** off the table, and the **Med. Pak M** from the cabinet. Head outside and wrap around the Medical Hallway. You'll meet Gail and watch a series of events...



- ?** "Rewrite the ID Card"

## 12 An Aerial Encounter

- Real Gear** Regina uses real equipment

## SPAS-12 Shotgun

I'll give Capcom some props for researching their weaponry before producing *Dino Crisis*. Not only is Regina's choice of shotguns cool-looking, but it's fully functional as well. This is a pump action/semi-auto shotgun manufactured by Franchi of Italy and happens to be one of the most well-built and impeccably designed shotguns ever made. Not only can it switch from pump action to

semi-auto (it shoots as fast as you can pull the trigger) with the flick of a switch, but it also has a well sought-after pistol grip, three-way folding stock, and high shot capacity of (8+1) rounds. In other words, "it don't like to mess around." Otherwise known as the "Terminator" shotgun because of Arnold Schwarzenegger's use during the original film (see picture).



A "real" SPAS-12 is quite scary, isn't it?



**If Arnold uses it, so can you!**

## 2 "Accessing the Elevator Lobby"

5th	2nd
3rd	4th
1st	6th

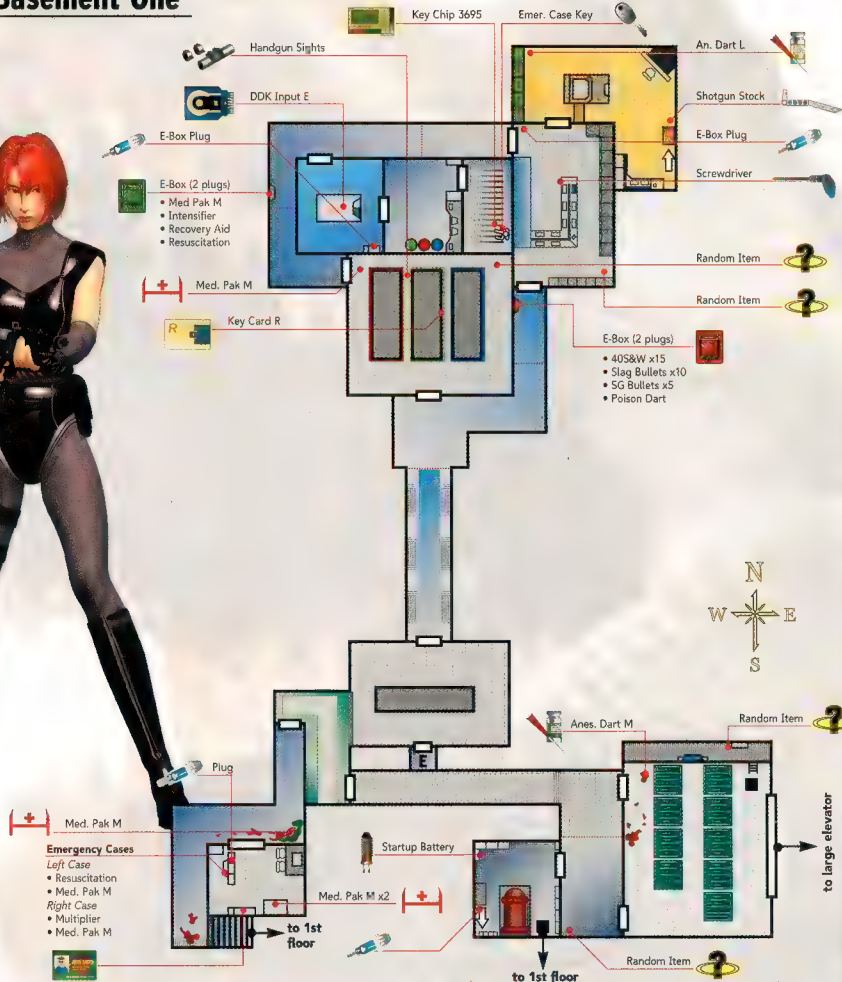
Key Card L SOL Key



## 2nd Floor



# Basement One



## 14 Following Rick

- Go to the backyard gate, and proceed down the path to the Large Size Elevator room. On the way, you'll encounter two Raptors (hit one with a dart if you need to). Once near the elevator, a Danger! event will take place with a Pteranodon. To get out of it, mash the buttons as if you were slugging a Ricky Martin punching bag.
- Dash to the Elevator Control Room, and grab the **DDK Input L**, and the **DDK Code L**.
- Head through the sliding door in the back, and avoid the Pteranodons near the generator. Snag the **Grenade Bullets** while you're at it.

## 15 Same Goofy Puzzle

- Once you've entered the Elevator Power Room, grab the **Med. Pak M** behind the shelf, and the **B1 Crane Card** against the wall. Next, you'll need to see the "Activate the Elevator" puzzle from step 12 in Gail's strategy.
- After completing the puzzle, access the Large Elevator controls. Once down in the Carrying Out Room, you'll need to see the "Clear Out a Path" puzzle from step 12 in Gail's strategy.

## 16 Goodbye...Tom

- Once the boxes are moved, you can head out the door to the left and be sent to a small cinema. Head around the corner and down the path. A Danger! event will ensue when you near the grate on the wall. Tap

your buttons quickly, and head to the Medical Room.

- Once inside, you'll have a short conversation with Rick. Head upstairs to the Control Room, and grab the ID Card from the desk.

## 17 Acquiring a Fake ID

- Head back upstairs to the Strategy Room (now you've got the ID Card!). Once inside the Strategy Room, grab the **DDK Input E**, the **FC Device** and the **Plug**. Exit and head back to the Main Entrance.
- Enter the Elevator Hall and use the FC Device on the corpse. Now head to the Office, and use the ID Card on the computer against the back wall. It will prompt you for a code. See the "Rewrite the ID Card" puzzle from step 11 in Gail's strategy. You may proceed to the normal walk-through after you take care of this puzzle, as it ends Rick's section.



## 18 We'll be in the Tech-Lab

- As you approach the DDK door, you'll need to crack the code.
- Be prepared to employ evasion tactics to their fullest. There will be one Raptor in the first room, and two more in the Main Hallway. Sneak past them and enter the Library Room.
- This zone is infested with Raptors, so be heavily

## ? "DDK Door L"

You'll need both the DDK Code L and the DDK Input L to open this door. Once you enter the panel, input the password "LABORATORY" and you'll gain access to the Lab Area.

equipped with both ammo and Med. Paks before you enter. Grab the **Handgun Sights**, and the **Slag Bullets** behind the cabinets.

- Make your way to the Research Meeting Room, dropping (or avoiding) numerous dinosaurs along the way. Grab the **DDK Input E**, and the **Plug** hidden in the cabinet against the wall. Exit the room and head for the Computer Room.
- Once inside, grab the **Screwdriver** and use it on the panel located opposite of its location (the screwdriver will disappear when you do this, but you don't need it). Run around to the opposing side of the terminal and activate the small blue screen.

## ? "Unlock the Gas Experiment Room"

Input the pass code **7248** and you'll unlock the door in the Research Meeting Room. This will give you access to the Gas Experiment Room. Simple enough, eh?

## 19 Deeper into the Depths

- When you enter, you'll be faced with a somewhat intricate puzzle on gas/air ratios. You'll need to get the air mixture just right before you can open up the door and help the dying researcher.
- Talk to the researcher to get the **3695 Key Chip**, and then search the body for an **Emer. Case Key**. Head back the way you came, and...Bang! A Raptor comes flying out of nowhere for a Dangle! event. Get back outside and flip on the gas to choke that dino into oblivion.
- Head back to the Library Room and use the **3695**

## ? "Adjust the Gas/Air Ratio"

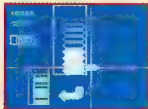
You'll need to press the following keys (in this order) to neutralize the poison: **Red**, **Red**, **Green**, **Blue**. Once cleared of gas, the room's door will unlock and you can enter the chamber.

## ? "Rewrite Magnetic Data"

You need to make your code look like the one shown below. Input the following commands into your control pad and follow these steps:

▲●●●●●●●●●●

This will give you access to a small green cabinet in the middle of the room.



Key Chip on the code panel (it asks you for the code, so just put in 3695). You'll then have to solve a small puzzle.

- Go to the cabinet, and grab the **Key Card R**. The memo tells you where to find the other key card (even though it may not seem crystal clear). Tread all the way back through the lab area and back up to the Main Entrance. From there, head up the stairs to the second floor.

## 20 Fright...You gotta love it

- When you get to the second floor, go over to the Chief's Room and head to the small cabinet on the wall. Here you'll need to use the two panel keys, **SOL**, and **LEO**.
- Immediately upon acquisition of the second key card, the T-Rex decides to get up close and personal with Regina. Your best strategy here is to have the Shotgun equipped, and use the standard SG Bullets to drive him away when he opens his mouth. After four or five shots

## ? "SOL and LEO Keys"

You'll need both the **SOL** and **LEO** key to access this panel. First you'll need to highlight the items in your inventory, and place the Panel Key 1 (**SOL**) in the left slot, and Panel Key 2 (**LEO**) in the right slot. Then enter the code **705037** to open it up. Inside lies the **Key Card L**. Now comes the fun part...

to the upper palette (right in his giant stinky mouth), he'll leave peacefully.  
*Now here's a funny story—After playing Dino Crisis for 10 hours straight, it was 3 a.m., and editor Jim Mazurek was beginning to get a little "sleepy." It just so happens that he was about to take a sip of some freshly brewed coffee (the choice of champions for the "all-nighters crew.") right as he completed the aforementioned puzzle. T-Rex popped out, and the scalding hot coffee went all down Jim's torso (and pants). No one was there to see him, but we bet you can imagine it...*

## 21 That Wacky Third Energy

- Once you survive that horror, it's time to head back down to B1. Get back to the Computer Room, and input the **Key Card L** into the left side of the big blue computer display. Gail will arrive, and you'll use the keys

sequentially to open up the secret passage. After that, you'll have to crack yet another DDK code.

- Once inside the Experiment Simulation Room, grab the **Shotgun Stock** from behind the cabinet, and the **An. Dart L** in the corner. Once you've checked everything out, head



back outside for a bit of a problem.

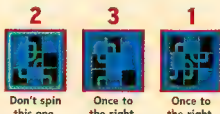
- An emergency alarm will go off, and you have to access the control panel to fix it (the one that you removed the screws from earlier).
- Immediately following the puzzle, you'll have another important choice to make. Again, you can either follow Gail (and stick to the mission), or Rick (and follow his goofy ways). **Gail's Strategy** will be shown first with **Green** color on top of each section. Then we'll show **Rick's Strategy** with **Blue** color on top. Both parts of the walk-through will meet back in the main section when it's appropriate.

## ? "DDK Door E"

You'll need both the DDK Code E and the DDK Input E to open this door. Once you enter the panel, input the password "ENERGY" and you'll gain access to the Experiment Simulation Room (save your game here!).

## ? "Override the Circuit"

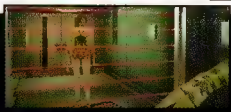
Shown to the right are the tiles as they appear on the circuit. The numbers represent the order they need to be placed, and the words above tell you which way to rotate them (if at all). Follow this method exactly, and you'll be fine.



## Laser Fences a player's best friend

### Substituting Fences for Bullets

It's tough to say exactly where and when you'll be using this technique, but you can pretty much bank on the fact that you WILL use it several times throughout your journeys in the complex. Instead of using a tranquilizer dart or a shotgun blast on hostile dinos, it's much better to lure them near a laser fence, then turn it on to knock them down. When they're down, quickly turn the switch back off and run past them to the next room. This works great when you stumble into a room full of crazy beasts, because you can just turn on the laser fence to have instant and impenetrable protection.

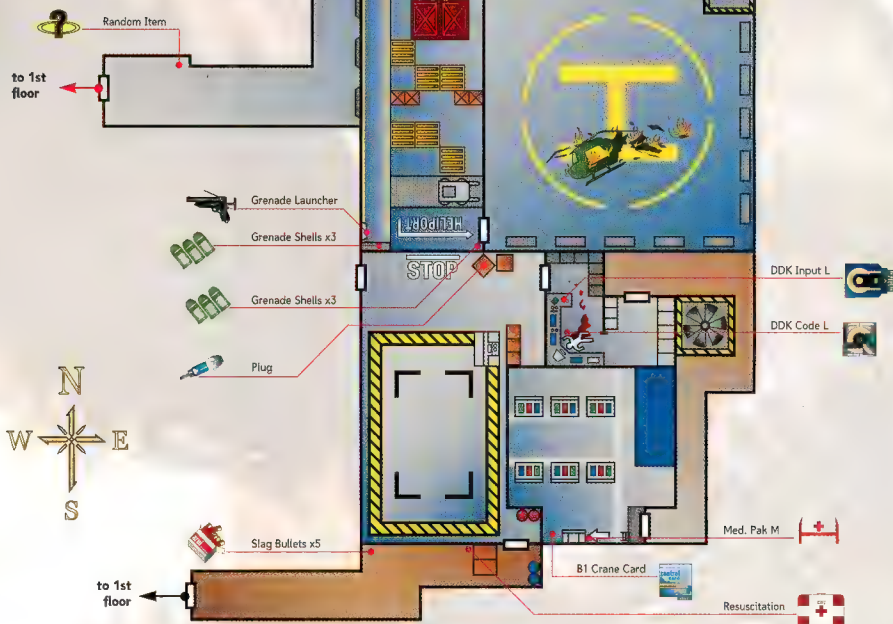


It's very important that you use these fences when you get the chance.



Make sure the dinos are down before you try to run past them.

## Outside 1st Floor



### 22 He's Definitely Courageous

- Make sure you're loaded up with ammo and health before venturing out with Gail. His path is pretty straightforward, but you'll be encountering a lot of dinosaurs.
- Head down the hall from the Computer Room, through the Library Room, and out to the elevator. Go through the newly opened grate, and around the left side. Head through the double doors into the Carrying Out Room. Here you'll meet Dr. Kirk. Grab the **Communication ID**, and then trot back to the first floor.
- This concludes Gail's section. Continue at step 24 in the walk-through.

### 23 The Clever Way Out

- Rick's path involves a less risky but somewhat tougher journey. Basically, you'll run back into the Experiment Simulation Room, and sit down at Dr. Kirk's giant computer console.
- You'll be prompted with a series of three memory-based word puzzles (unfortunately, they're random). The best thing to do is grab a pen and paper to write all the letters down as they appear. Don't get scared, you'll have enough time to write down the letters (it's an easy puzzle).
- After you complete the puzzle, climb down the

chute and meet up with Gail in the Carrying Out Room. Get the **Communication ID**, and you're done. This concludes Rick's section. Continue at step 24 in the walk-through.

### 24 Dr. Kirk's a Jerk

- Now that you've got Kirk's ID card, you can finally access that elevator in the first floor control room.
- Press the button on the elevator, and you'll end up in a small save room. Access the E-Box for some decent items. And don't miss the **Slag Bullets** or **Antenna Key** on the wall. Oh yeah, and save the game here. You'll thank me later...

### 25 At Least it's Persistent

- Exit and run down the long passage to the Antenna Room. Once inside, use the Antenna Key on the small panel to the left of the board.
- Before leaving, equip your Shotgun and some SG Bullets. Exit, and encounter the T-Rex in a frustrating one-on-one battle. Run like hell, and when you get to the door, start unloading shotgun shells as fast as you can (make sure to use the weak ones). After four or five shots, Rick will unlock the door for you.
- Watch the short cinema, and you'll soon realize that it's time to head for the Helipad. Take the elevator, and get back to the main entrance. Go through the

large double doors leading outside.

### 26 Quest to the Helipad

- You'll see that a couple of Pteranodons have made the area outside the main entrance a new hangout spot, so try to avoid them by swerving back and forth as you run for the Helipad entrance.
- Run down the long passage, and two Velociraptors will leap out at you from behind the fences. They're startling, but not harmful if you continue to run.
- Enter the Hangar, and climb up the ladder to get the Grenade Gun and some shells. Then head back down for a box-pushing puzzle.



#### "Traverse the Boxes"

The diagram to the right shows the boxes as you'll see them in the screenshot. Just push them in the direction and order that they're listed, and you'll clear a path right through to the Helipad.







# Basement Level 2





## 29 Deep Fried Lizard (cont.)

Head all the way back down to the Central Stairway, and Rick will call telling you that the laser fences are accessible. Rush over to the DDK Door S (in the Security Pass Room) and hack the code.



### "DDK Door S"

You'll need both the DDK Code S and the DDK Input S to open this door. Once you enter the panel, input the password "STABILIZER" and you'll gain access to the Parts Storage area.

## 30 Infested

- Dash down the hallway and let the sterilization take place. Continue on going straight, and unlock the door.
- Go to the end of the hallway and access the two E-Boxes (both are a bargain). Go into the Researchers Rest Room and you'll meet Gail. Grab the **Plug** from the shelf, then head back into the hallway.
- Run to the end of the Experiment Room Hallway and



### "Open the Safe"

Input the code **1281** to gain access to the cabinet. Inside lie the Shotgun Parts, with which you can turn your standard shotgun into an SPAS-12 semi-auto.



### "DDK Door D"

You'll need both the DDK Code D and the DDK Input D to open this door. Once you enter the panel, input the password "DOCTORKIRK" and you'll gain access to the Passageway.

use the laser fence to box out the New Raptors. Enter the C-Level door.

- Grab the **DDK Code D**, and the **Plug** in the corner. The New Raptor should be easy to dodge, but use a dart if need be. Head over to the safe in the corner, and hack the code.
- Get out of there, and head back to the Parts Storage area. Run up to the DDK door to crack your next code.
- Use the B2 Key Chip 2 on the first door (backward logic?), and the B2 Key Chip 1 on the second door. Proceed down the hallway, and grab the **Random Item**. Enter the door into the Third Energy Area B3.

## 31 Third Energy Area

- Run past the main generator and activate the small blue panel to raise the bridge. Proceed on a 2-1-



### "Override the Circuit"

Shown to the right are the tiles as they appear on the circuit. The numbers represent the order they need to be placed, and the words above tell you which way to rotate them (if at all). Follow this method and you'll be fine.

3



Once to the left.

1



Once to the left.

2



Don't spin this one.



- down the hallway and enter the Control Room. Grab the **Plug** on the upper deck of the main floor, then scramble down the stairs and nab the **Level B Key Card**. There's also a **Random Item** hidden behind the shelf.
- Head back upstairs and enter the Power Freq. Room. Walk up to the Computer panel for your next puzzle.
- Exit the room and activate the panel right in front of the door. It will tell you that it's just a simulation, and



### "Making another Fake ID"

Select the ID Card from your inventory, and use it on the terminal. Enter the code **31415** to gain access, then select "Yes" twice to get the data overwritten.



then you'll hear a noise from the previous room. Backtrack and quickly re-enter the Power Freq. Room. Use the F.C. Device on the terminal covered in blood, and you'll store the fingerprints in its memory.

- Grabs the unknown researcher through the narrow passages, and enter Dr. Kirk's Personal Lab. The researcher was Kirk! He'll hold you at gun point, but Gail will come to your rescue. A cinema will take place right as Rick enters the room with some new data. Get the **Level A Key Card** from Kirk, and/or the **Planning Disc** from Rick.
- You'll be faced with the last multiple path within the game. You can either follow Gail (and stick to the mission), or Rick (and follow his goofy ways). In this walk-through, **Gail's strategy** will be shown first with **Green color** on top of each section. Then we'll show **Rick's strategy** with **Blue color**. Both parts of the walk-through will meet back in the main section when it's appropriate.



### 32 Following Gung-Ho Gail

- Grab the **Plug** in Dr. Kirk's Lab, then head into the back area to find a **Med. Pak M**. Exit the Lab through the northern door into the Third Energy Area B2. Turn around and go through the door right next to the one you just came out of.
- A New Raptor has arrived (literally), and you should hit it with a dart then blaze by him. Once inside the Parts Storage Area, access the Level A door and grab the **Grenade Parts** that reside there. There's also a **Plug** hidden behind the shelf.
- Exit the room and head back through the hallway (the greenish hallway) that leads to the Security Pass Room. Once inside, approach the computer near the dead body and enter a code.
- Head out the non-DDK door that leads to the Rest Station. Make your way through the horde of Therizinoids that await you (I recommend using your



### "Unlocking the Core Parts"

You'll see a strange interface with several numbers on it. Input the following code to unlock the cabinet: **367204**. Once you've done so, the cabinet will reveal the **Core Parts 1** and **2**.

Grenade Bullets here - you're almost at the end!).

- Once in the Rest Station, head out the eastern passageway. Two more Therizinoids await your arrival. Let loose with the Grenade Gun for some real fun!
- Once you're in the Carrying Out Room B3, run around the sleeping T-Rex (creepy, isn't it?), and into the Control Room. Restock your ammo at the E-Boxes, then head for the door that leads to the General Weapons Storage. Drop the pair of fiery Therizinoids inside, and run to the door that leads to the Transport Passageway.
- Quickly run up to the laser fence and activate it, then run around the corner and flip the other switch. Search the room for two **Plugs**, and some **Grenade Bullets**. Get back around the corner, and Kill the Therizinoid through the laser fence.
- Enter the smaller Level A door first, go upstairs using the lift, and grab the **Initializer** and **Stabilizer** from the case against the wall (no puzzle?). Exit the room and backtrack through the Control Room once more.
- Run all the way back through the Carrying Out Room and through all the hallways that took you here in the first place. Get to the Rest Station and hop in the elevator (access level **B2**). You'll be in the Third Energy room when you come out. This concludes Gail's strategy. Continue with the normal walk-through at number 34.



### 33 Following Rick

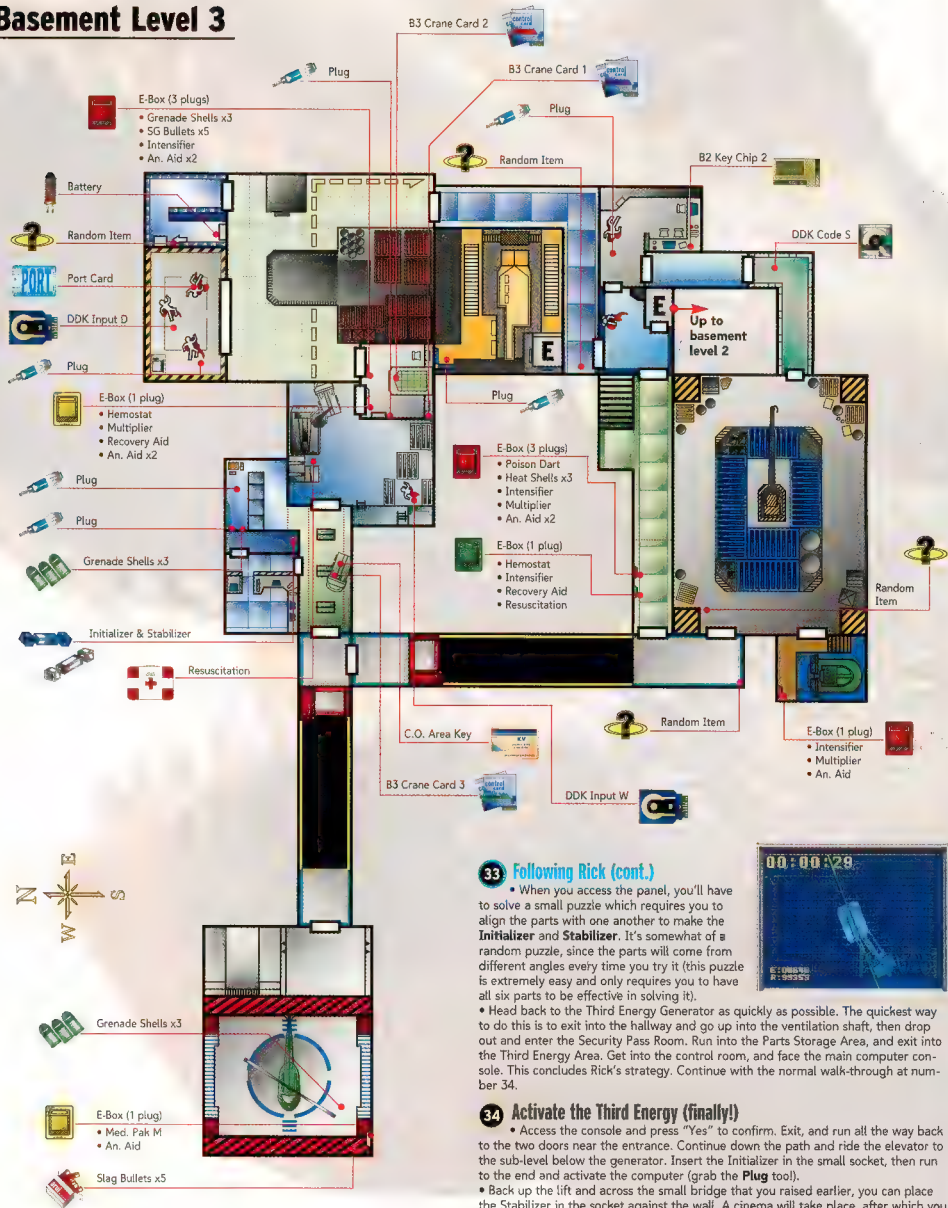
- Rick's path is much longer, and a bit harder (although not as intense). It starts the same way, searching Kirk's private lab area for memos and such. Then you can continue out the door in the northwest corner when you're ready.
- Go through the door right next to the one you just came out of, then run down the long winding hallway and into the Parts Storage Area. Enter the Level A door, and push the large cabinet to reveal a **Plug**, and a switch. Flip the switch for a speech and a series of musical tones.
- Grab the **Grenade Gun Parts** from behind the cabinets, and head over to the center terminal to use the Planning Disc.
- Return to the Security Pass Room (through the greenish hallway), and approach the computer terminal by the dead body. See the "Making Another Fake ID" puzzle from Gail's strategy above.
- Rush back to the Parts Storage area, and go straight to the door that leads due north. From this hallway, enter the Stabilizer Design Room. Once inside, you'll have two small puzzles to solve.
- Get back into the hallway, and down past the laser fence through the Level C door. Once inside, head to the northeastern corner and enter the Level A door.
- Approach the green case and use the Planning Disc to acquire the last part, the **Protective Part 2-B**. Head to the center of the room and access the main computer panel by using one of the parts from your inventory.



### "Acquiring the Protective Parts"

Approach the large computer next to the green desk, and use the Planning disc. Enter the code **0367** to reveal the **Protective Part 1-B**. Next, head over to the large tower-like computer in the corner of the room, and use the Planning Disc again. This time, enter the code **0204** and the **Protective Parts 1-A & 2-A** will show up.

# Basement Level 3



## 33 Following Rick (cont.)

• When you access the panel, you'll have to solve a small puzzle which requires you to align the parts with one another to make the **Initializer** and **Stabilizer**. It's somewhat of a random puzzle, since the parts will come from different angles every time you try it (this puzzle is extremely easy and only requires you to have all six parts to be effective in solving it).

• Head back to the Third Energy Generator as quickly as possible. The quickest way to do this is to exit into the hallway and go up into the ventilation shaft, then drop out and enter the Security Pass Room. Run into the Parts Storage Area, and exit into the Third Energy Area. Get into the control room, and face the main computer console. This concludes Rick's strategy. Continue with the normal walk-through at number 34.

## 34 Activate the Third Energy (finally!)

• Access the console and press "Yes" to confirm. Exit, and run all the way back to the two doors near the entrance. Continue down the path and ride the elevator to the sub-level below the generator. Insert the **Initializer** in the small socket, then run to the end and activate the computer (grab the **Plug** tool).

• Back up the lift and across the small bridge that you raised earlier, you can place the **Stabilizer** in the socket against the wall. A cinema will take place, after which you should head to Dr. Kirk's Personal Lab. This concludes the walk-through for Dino Crisis. Continue on the next page for info on how to get all three endings.





# The Endings & Secrets

## Ending Cinema #1: Hovercraft (Follow Gail)

• Follow your map to the red glowing area to find both Kirk and Gail. Gail will give you a disc containing detailed info on the Third Energy. Unfortunately, Gail dies from his wounds, and Regina lets loose on Dr. Kirk. Return to the Disembarkation Immigration Office to meet up with Rick. Everyone needs to head through the small hallway where the Third Energy used to be, and then exit into the Port. You'll see the sleeping T-Rex, so just head around him to the other side of the room and enter the small door. And the creature moves...

## Ending Cinema #2: Hovercraft (Follow Rick)

• Just follow Rick out to the Port (through the series of hallways), and exit through the small door into the room with the hovercraft. Talk to Rick, and he'll tell you that he needs fuel for the vehicle. Run back into the Port area and approach one of the small containers near the corner. Use the Energy Tank he gave you, and fill it with Nucleum. Return it to Rick, and you'll hear the T-Rex approach. Exit back into the port for a final showdown...

## Ending Cinema #3: Head to the Heliport (Either Path)

• By far the most complete of all three endings, the Underground Heliport ending is also the trickiest. Check the pulse receiver to see where Dr. Kirk went. You'll notice that it's either the Stabilizer Experiment Room or the Special Weapons Storage on B3 (this depends on whether you took Gail or Rick's Path to the Initiator and Stabilizer). Once outside, check the receiver again, and you'll see that he is in the Underground Heliport Area. Make your way to his position, and enter the Underground Heliport. Grab all the goodies, then jump on the transport thingy right outside the Heliport. You'll find that Gail has located Dr. Kirk before you have (put him on a damn leash already!). The T-Rex approaches as you head for the Heliport...



## Secret Outfits and Weapons

Upon each completion of Dino Crisis, you'll unlock a new and rewarding secret. Listed (and shown) below are each of the outfits and items that you get for completing the game multiple times.

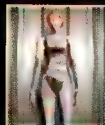
**1st Completion**—Get two new outfits (beside her original) for Regina, Army Type, and Battle Dress. You'll also start with the shotgun in your next game.

**2nd Completion**—Get new outfit for Regina, Ancient Type. (Check out the weapons in this mode for some strange and somewhat interesting icons.)

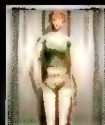
**3rd Completion**—Get the Grenade Gun with unlimited shells. (Note: You must not only complete the game three times, but also make sure to see ALL THREE endings to unlock the grenade gun with unlimited shells.)

**Complete in Five Hours or Less**—Unlock "Operation Wipe-Out."

### • The Outfits



**Normal Outfit**  
Everyone thinks her butt is way too big in this outfit. I say they're crazy.



**Army Outfit**  
Mean, green, fighting machine. At least they got her proportions correct...hehe.



**Battle Dress Outfit**  
Sexy, yet trashy. I like it for its realism and harsh attempt at sex appeal.



**Ancient Outfit**  
Reminds me of something from the *Flintstones* movie. She does look "soft" though...

### • The Weapons



The Shotgun will make things a little easier the second time through.



A Grenade Gun with unlimited ammo? That's a mighty fine treat indeed...

### • Operation Wipe-Out

In this mode, you'll have to eliminate a certain number of dinosaurs in a given time limit using only the ammo you are given to start with. After eliminating all the targets, you'll have to make it to a specified pick-up point to complete the level. There are three levels to complete.



## Codes 'n' Things the master list

**0426** The combo for the safe in the Management Office.

**8159** The combo for the safe in the Lounge.

**58104** ID for Paul Baker (used for ID rewrite).

**57036** ID for John Doyle (used for ID rewrite).

**7248** Access code to unlock the door to the Gas Experiment Room.

**3695** Access code for the computer in the Library Room on floor B1.

**705307** The LEO and SOL code, used in the Chief's Office.

**0392** Access code for the key chips in the Security Pass Room.

**1281** The combo for the case in the Stabilizer Experiment Room.

**367204** Access code for the computer in the Parts Storage Area.

**0367** Access code for 1st computer in Stabilizer Design Room.

**0204** Access code for 2nd computer in Stabilizer Design Room.

**31415** Access code for computer in Security Pass Room.

Below is a list of all seven DDK doors. Use them as a quick reference guide.

DDK Door	Password
H	HEAD
N	NEWCOMER
L	LABORATORY
E	ENERGY
W	WATERWAY
S	STABILIZER
D	DOCTORKIRK

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## Archive Tricks

### Chocobo Racing

#### Secret Characters

This is the method to receive secret characters. First, you must clear the Story Mode one time and then you can edit your own character from the default character. Each time the Story Mode is cleared, you can edit additional characters. Once you clear the Story Mode a second time, a screen will appear that says "A New Challenger Arrives." Now Squall will challenge you to race on his own special FF track. If you manage to defeat him, you'll get to use him and the special FF track in the Grand Prix mode of the game.

More characters will present themselves each time the Story mode is completed. If you want to choose an additional character in the Select Racer screen, you must move the cursor to Squall. Now clear the buttons as shown below while pressing X to choose the racer:

- 1 time = Bahamut
- 2 times = Squall
- 3 times = Cid (tank from Chocobo's Dungeon 2) [hold L1]
- 4 times = Mumba (from FF VIII) [hold L2]
- 5 times = Cloud (on his Hardy Daytona) [hold R1]
- 6 times = Cactuar (from the FF series) [hold R2]
- 7 times = Aya (police car from Parasite Eve) [hold L1+L2]
- 8 times = Original Chocobo (from FFIV & V) [hold R1+R2]
- 9 times = Airship (from FF IV & V) [hold L1+R1]
- 10 times = Jack (just a guy?) [hold L2+R2]

### NCAA Football 2000

#### Tons of Cheat Codes

From the Main Menu enter the Game Options screen. Scroll down to access the Secret Code entry screen and input any of the following codes:

**All exhibition mode stadiums**  
STADSGALORE

**Maximum recruiting points**  
STAFFUP

**Super stats team**  
UNSTOPPABLE

**Receivers always catch the ball**  
GIMMEDABALL

**Defense always intercepts**  
PIXGALORE

**Defense always tackles**  
BRICKWALL

**Extra-long kicks**  
ICBM

**Knock down referee for one point**

BADCALL  
**Faster daylight effects**  
TIMEFLIES  
**View CPU plays**  
MINDREADER  
**View introduction sequence**  
BIGSCREEN  
**View entire rankings**  
CONTOVERSY  
**1946 Notre Dame**  
GOLDFPANT  
**1947 Army**  
INSIDENOUTSIDE  
**1957 Notre Dame**  
STREAKOVER  
**1962 USC**  
FIGHTFORTROY  
**1962 Wisconsin**  
BUCKY

## NFL Blitz 2000

### Cheat Codes

#### Hidden players:

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear, "Lights out, baby!" when the code is entered correctly:

**NAME / PIN**  
ALEC / 1197  
ALIEN / 1111  
AOB / 1111  
AUBREY / 7777  
AZPOD / 4777  
BOXER / 2111  
BRAIN / 1111 (Brain)  
BRIAN / 2221  
CALEB / 0996  
CURTIS / 1111  
DANIEL / 0604 (Dan Thompson)  
DAVID / 3333  
DINO / 1111  
EDDIE / 3333  
FORDEN / 1111 (Dan Forden)  
FRANZ / 1010  
GENTIL / 1111 (Jim Gentile)  
GRINCH / 0222  
GUIDO / 2222  
GUMBY / 8698  
JAPPLE / 6660 (Jeff Johnson)  
JASON / 3141 (Jason Skiles)  
JEFF / 1111  
JENIFR / 3333 (Jennifer Hedrick)  
JOVE / 6644  
LEX / 7777  
LT / 7777  
LUIS / 3333 (Luis Mangubat)  
MOOSE / 1111  
MXV / 1014  
NATHAN / 0515  
NICO / 4440  
PIRATE / 1111  
PUNKB / 2112  
PUNKR / 1221  
RAIDEN / 3691 (Raiden from Mortal Kombat)  
RALPH / 1111  
RANDU / 6666  
ROOT / 6000 (John Root)  
SAD / 1111  
SHINOK / 8337 (Shinnok from Mortal Kombat)  
SHRUNK / 6666  
SKULL / 1111 (Skull)  
SMILE / 1111 (Smiley Face)  
THUG / 1111  
TRES / 1111  
TURMEL / 0322 (Mark Turmell)  
WHODAT / 1844

#### Cheat Codes:

On the Versus screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The numbers in the list shown below indicate the number of times each button should be pressed.

After the icons have been switched, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough:

Result	Code
Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Field: Muddy	5-2-5 Down
Field: Wet	5-5-5 Right







## Archive Tricks

### Street Sk8er

#### Multiple Cheats

##### Mirrored Courses and All Gates Open

On the Main Menu screen, press Right, Circle, Square, Left, Square, Circle, R1, L1. When you put in the code correctly, you'll hear "Yeah!"

##### All boards

On the Main Menu screen, press Right(2), R1, R2, Left(2), L1, L2. When you put in the code correctly, you'll hear "Yeah!"

##### Play as Sarah

On the Main Menu screen, press Left(2), Square, Right(2), Circle, R1(2). When you put in the code correctly, you'll hear "Yeah!"

##### Play as Mick

On the Main Menu screen, press Left, Right, Circle, Square, R2, L1, L2, R1. When you put in the code correctly, you'll hear "Yeah!"

##### Play as Bonobo the Monkey

On the Main Menu screen, press Right, Circle, Left(2), Circle(2), Square(2). When you put in the code correctly, you'll hear "Yeah!"

### Warzone 2100

#### Cheat Mode

First, you must hold the Start button on controller two and power on the PlayStation. Continue to hold the button until the Main Menu appears. Then at the Main Menu screen or while the game is paused, press L1, R1, R2, L1, Select. Start to enable cheat mode. You will know it worked if the Menu options for Campaigns 2 and 3 are unlocked. Now the following codes may be used:

##### Enable Level Skip:

While playing the game, press Select on controller two.

##### Enable God Mode:

While playing the game, press Triangle on controller two. This also lets you see all hidden objects.

##### Enable Infinite power:

While playing the game, press Circle on controller two.

##### Enable All Items:

While playing the game, press X on controller two.

##### Enable Super Unit Strength:

While playing the game, press Up on controller two.

##### Enable Weak Unit Strength:

While playing the game, press Right on controller two.

##### Current Research Completed:

While playing the game, press Down on controller two.

##### Additional Structures:

While playing the game, press R1 on controller two.

##### Additional Units:

While playing the game, press R2 on controller two.

##### Enable Debug:

While playing the game, press Left on controller two.

## Centipede

### Extra Lives, Invincibility, Level Select



To enter the code for **extra lives**, you must first begin an Adventure game. Now press Start to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press Start to un-pause the game, then press Start one more time to pause. Press Right on the control pad and you will add an extra life. Keep pressing Right multiple times to add an insane number of lives!

For **invincibility**, put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper-left corner of the screen if done correctly.

To get a **level select** in this game, first choose Adventure from the Main Menu screen. When you are on the screen that shows your level, press R1, R2, R1. You will hear a confirming sound, and by pressing Right on the control pad, you will be able to choose any level and world within that level.

## Tony Hawk's Pro Skater

### Multiple Codes

Pause game, hold L1 and key in. If you mess up, release L1, hold it again, and tap out the sequence

**SLUT** (square-left-up-triangle) = turn all panel displays off (score, time, etc.)

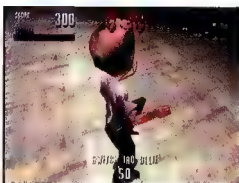
**SCULL** = big-head mode (you must quit back to the Character Select screen to see it take effect)

**RUST** = toggle blood on and off

**STUD** = pump all stats up to straight 10s

**XSSUD** = pump all stats to 13s

**XTCDUR** = always in special mode



#### Rewards

**Any three medals in the competition with any character** = mediocre ending, you get to see the bails video

**Get three golds with any character** = see the bails video and then see the character-specific reward video

**Get all 30 tapes with any character** = unlock Officer Dick

**Get three gold medals with Officer Dick** = see the Neversoft bails video

(Note: All videos, except the Neversoft bails video, can be played from View Videos Cinematics menu after unlocking them)

#### Officer Dick Specials

**YEEEEHAW FRONTFLIP** = down, up, circle

**NECKBREAK GRIND** = left, right, triangle

**ASSUME THE POSITION** = left, left, circle (make sure to tweak)

**Enemy cruisers fast approaching.  
Deflector shields not operational.  
Ion drive in critical condition.**

**Hint-page time.**



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- ☆☆☆☆☆ 56 No question, this should be in your home
- ☆☆☆☆ 46 Recommended, very cool
- ☆☆☆☆ 36 Pretty good, check it out
- ☆☆☆☆ 26 Below average
- ☆☆ 16 Very lame



## Get A Grip

Finally, a dual analog pad that looks, feels and handles well enough to almost hold its own next to Sony's Dual Shock. Blaze's **Pro Grip Shock** controller has a "floating" D-pad that's far superior to the standard one (and is perfect for fighting games). And while the Pro Grip is not as comfortable as the Dual Shock, it has large rubberized grips that may be just right for larger hands. Too bad the shocking mechanism is just horrible; it feels (and sounds) like you're holding onto a bone-rattling kitchen blender.

Blaze \$25  
[www.blaze-gear.com](http://www.blaze-gear.com)



## Hot Wheel

Steering wheels have never been among our favorite peripherals, primarily because they never seem to work as well as the D-pad or analog stick. But Pelican's **GT2 Steering Wheel** may finally convince us to switch over. Most important, the GT2 seems to have solved that pesky problem of oversteering, providing a tight and solid-feeling wheel that handles well in both realistic and arcade-style racing games. The gas and brake levers are well-placed, the buttons are easy to reach, and the rubberized grips are quite comfortable. At this price, you can't find a better wheel deal.

Pelican \$75  
[www.pelicanacc.com](http://www.pelicanacc.com)



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
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4. Siren

1. Ifrite
2. Cer
3. Odi
4. Sire



## Soundtrack Selections

From old-school punk rockers like the Dead Kennedys to ultra-alternative bands like Fear Factory, it seems like every day we hear of a new band signing on to lend their music to a video game soundtrack. But as any good fanboy can attest, there's nothing like an original video game score to soothe the savage beast. In fact, these soundtracks are so big in Japan that they're often sold separately by the game companies themselves. Following are some of our favorite soundtracks, as well as some pointers on where you can buy them.

### Final Fantasy Tactics

Arguably the greatest video game soundtrack ever, this lush orchestrated masterpiece is beautiful enough to win over even non-gamers.

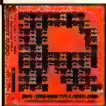


### Suikoden

As rich and fulfilling as a movie soundtrack, Suikoden's score has enough emotional range to rival your favorite films. Too bad the follow-up isn't as good.

### R4

Techno with a jazzy feel, propelled by silky smooth beats, R4's soundtrack makes for some great music when you're speeding down the highway.



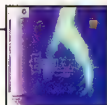
### Silent Hill

More atmospheric than melodic, Silent Hill's spooky sounds are as chilling as a return visit to that cursed hamlet. Just don't listen to it alone in the dark.



### Einhänder

Hard-driving techno beats and dense arrangements propel a soundtrack that's as sharp as this game's beautiful graphics.

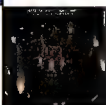


### PaRappa the Rapper

These catchy raps are brilliant enough to stand alone. You'll find yourself singing the lyrics for a long time to come.

### Final Fantasy VII

Heck, you can pick any soundtrack from the Final Fantasy series and know you've got a winner—but this one's still the favorite of the bunch.



### Castlevania: Symphony of the Night

Despite the occasional forays into cheesy '80s metal guitar riffs, this score can't be beat for haunting melodies and innovative arrangements.



## Where to Buy

Following are three Web sites that sell video game soundtracks. Remember to make sure that all your Web transactions are secure ones.

**Game Express** – You'll encounter the most limited music selection and higher prices on this site, but it's still worth checking out.  
[www.gexpress.com](http://www.gexpress.com)

**Game Music Online** – Dedicated solely to video game and anime music, this well-organized site has a wide selection of more than 500 scores with sound clips for selected titles. There are also plenty of fan reviews (although almost all of them are gushingly glowing) and frequent sales.  
[www.gamemusic.com](http://www.gamemusic.com)

**Game Cave** – Offering a wide range of games and game-related products, this site has a soundtrack selection that rivals Game Music's, and often has lower prices as well.  
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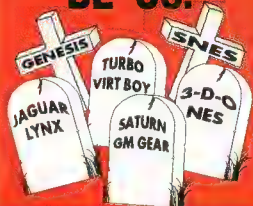
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## Gran Turismo 2

Players	1-2	Developer Polyphony Digital
Availability	December '99	Publisher Sony CEA
Analog Compatible	Yes	Genre Racing

- Accelerate
- E-Brake
- Brake
- Reverse
- Rear View
- Not Used
- Change View
- Not Used



### What is it?

Anyone who knows anything about racing games on the PlayStation has heard of Gran Turismo. From its peerless physics engine to its unparalleled vehicle selection, Gran Turismo blew away any nominal "competition." Diehard gamers, racing fans, and even car companies were astounded at the sheer level of technical mastery and attention to detail the game contained. So what's a development company to do? Make a sequel, grasshopper. And what a sequel Polyphony Digital has planned...

### What to expect in the full game:

There's 400 cars, many from U.S. and European manufacturers; 20 courses; tweaked and improved physics engine; improved control; American "muscle" cars; one- and two-player competitive; road race and rally race courses; time attack mode; "Gran Turismo" career mode.

### Our advice:

Before racing in the Arcade Mode, explore the "Gran Turismo" mode. While very little of the interface is



European dealerships; Fiat, Peugeot and Alfa Romero are available in the demo. North City hosts European car manufacturers

such as Mercedes-Benz, Jaguar and TVR. Japanese brands inhabit East City; Mazda, Suzuki and Mitsubishi are selectable. And South City is GT2's own mini-Detroit, replete with American manufacturers Chevrolet, Dodge and Ford. Wander from dealership to dealership, exploring the small subset of the full game's car selection.



Once you're ready to race, return to the main menu and select "Arcade Mode." Unfortunately, only three cars are available. Class A (Sports Cars) offers the Ford Mustang GT and the Mitsubishi Lancer GSR Evolution V, while Class B (High-Performance Cars) gives gamers the Fiat Coupé 2.0 20v Turbo. And as for all those other cars? Look and dream, young driver, look and dream. Or change the body color, if you please. What car

currently functional, you can look around the city and explore several of the dealerships. While you can't actually purchase or drive any of the cars, you can appreciate how much the developers have improved the dealership interface. West City contains upscale

should you select? Beginners should stick with the Mitsubishi; its excellent handling and acceleration are more forgiving than the rest. More skilled players may want to take the Mustang GT out for a spin, while racers looking for a major challenge should try the peppsy Fiat.

The course itself is set on the narrow streets of Rome. There are a few nasty turns that take a while to master, including a vast left sweep around the Coliseum and an extraordinarily abrupt right turn that requires massively pre-emptive braking. If you find yourself consistently losing the race, try an easier difficulty. And if you find yourself consistently losing at Easy difficulty, perhaps a hobby other than gaming is in order.

### OPM psychic sez:

The original Gran Turismo is an undeniable racing classic; the sequel looks to improve on the original in almost every way. This is a Good Thing.



# Thrasher: Skate and Destroy

<b>Players</b>	1-2	<b>Developer</b>	Z-Axis, Ltd
<b>Availability</b>	November '99	<b>Publisher</b>	Rockstar Games
<b>Analog Compatible</b>	Yes	<b>Genre</b>	Sports

- Pump/Accelerate
- Jump Spin 180
- Jump
- Jump Kickflip
- directional button Frontside Slide

- Not Used
- directional button Backside Slide
- Not Used

## In the air

- Grind (near a ledge)
- Grab (use with left or right)
- Land (when board nears ground)

## What is it?

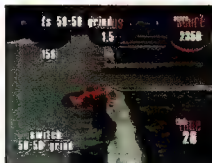
After a several-year-long drought, skating games are back in force. And forget about downhill "extreme" snowfests; the latest batch of titles features realistic city environments, packed skate parks and licensed boards, threads and skaters. Activision's amazing Tony Hawk Pro Skater raised the bar; with a little luck, Rockstar's Thrasher could ollie right over it.

## What to expect in the full game:

16 city environments in San Francisco, Los Angeles, New York and others; street skating and skate park environments; variable control schemes; skater and board damage systems; cool old-school soundtrack; multiplayer "horse," three-out-of-five-trick contest and "best crash" modes.

## Our advice:

The screen says "Press Start to start a run," but don't. Instead, roam around the environment, familiarize yourself with the level layout, practice your tricks and learn the best places to flip, grind, and grab. Also, pay attention to the relative location of the exit and the fastest paths there; this will be very important later. After practicing your tricks and mastering the control



scheme, press start and bust loose. Perform as many tricks as you can within the time limit, combining together as many tricks, jumps, grabs and grinds as possible. After two minutes of trick styling, the fuzz comes after you—and they're packing tazer heat! Evade the copper while racing for the level exit; perform tricks while you split, if you dare, for extra bonus points.

## Did you try:

Severe wipeouts? The game has a built-in "bone crunch" meter for crashes, so flaunt it! The more painful, the better. Slightly sick, yet strangely satisfying. Just remember, kiddies; don't try this at home.

## OPM psychic sez:

If you've ever wanted to shred board—but not your face—then an admirable digital substitute has arrived.

# Test Drive Off-Road 3

<b>Players</b>	1-2	<b>Developer</b>	Accolade
<b>Availability</b>	Q3 1999	<b>Publisher</b>	Infogrames
<b>Analog Compatible</b>	Yes	<b>Genre</b>	Racing

- Accelerate
- Handbrake
- Brake
- Reverse
- Not Used
- Camera View
- Not Used
- Look Behind

## What is it?

Some racers were born to rule the road; others, everything off it. For those who like their racing dirty—that is, with mud and sand—there's this off-roading title from the racing guru behind the Test Drive series.

## What to expect in the full game:

Thirty licensed vehicles and 11 tracks; adjustable tires, transmissions and suspension; branching levels and secret shortcuts; breakable objects; multiplayer modes.

## Our advice:

Start out by racing with the Hummer. The acceleration and top speed aren't the best (in fact, they're rather miserable), but the superior suspension and grip are just what a beginner needs. Race through the track a few times, searching for shortcuts and faster branches. The Hummer, in particular, can take some of the muddier bypasses. Learn the limits of your vehicle—how

far off the beaten path can you go before suffering a significant performance hit?

Once you've mastered the heavy Hummer, switch over to the lighter Jeep. The acceleration and top speed blow the Hummer out of the water; the drawback, of course, is the barely present grip. This can be a major issue in the loosely packed sand of desert racing. Solution? Race better than ever before, sticking to the main "road" and powersliding around turns. Now you're racing with power—off-road power!



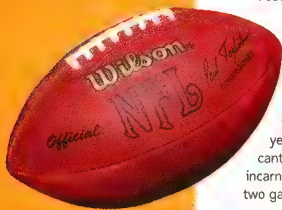
## OPM psychic sez:

The third Test Drive: Off Road title appears to make a number of significant improvements over the first two, most notably in the critical area of track design. How the final product will fare, however, remains to be seen.





## OPM Football Extravaganza



Football season is upon us once again, and that can mean only one thing: new football games! The franchises are being tweaked, brushed off and trotted out for their yearly showing. Even though PS footballers have pretty much solidified into two separate camps—the GameDay acolytes and the Madden worshippers—pigskin fans would do well to check out both of this year's major NFL titles. Each offers many significant improvements and enhancements over previous incarnations, so even diehard followers of one of the two games would do well to check out the "competi-

tion." And if you prefer your football with a touch of college flair, then you'd do well to check out GameBreaker 2000.

OPM has already reviewed these football games; Madden 2000 received 4.5 discs, GameDay 2000 4 discs, and GameBreaker 2000 3.5 discs. But thanks to the triple-blast of football power on this month's disc, you, the player, can decide which game you like the best! So play these football demos until your thumbs fall off. Well, maybe not that much. But do enjoy the demos.

## Madden NFL 2000

Players	1-8	Developer	EA Sports
Availability	Now	Publisher	Electronic Arts
Analog Compatible	Yes	Genre	Sports

### Defense

- Switch active lineman
- Power tackle
- Dive
- Jump
- Not Used
- Not Used
- Not Used
- Power move

### Offense

- Snap/Kick/Pass (icon)
- Fake Snap/Spin
- Call Audible/Dive
- Throw ball away/Jump
- Pass
- Not Used
- Pass
- Not Used

### What is it?

Football season doesn't officially start until the new Madden game is released. This year's Madden is almost unquestionably the best yet, building upon an already great series' legacy with tons of new modes, features and gameplay enhancements.

### What to expect in the full game:

All the NFL teams and players; exhibition, season, franchise and create-a-player modes; "hot" and "cold" streaks for players; play editor; arcade mode for "extreme" football; Madden Challenge mode; Pat Summerall on play-by-play and John Madden on color commentary.

The full version of Madden 2000 has a few new features sure to interest diehard football fans. The first is a rudimentary, yet comprehensive, play editor that gives you control over your players' movements. Next is an "Arcade" mode that injects an NFL Blitz-style can of whoop-ass to the otherwise normal Madden gameplay. The final (and most intriguing) addition is the "Madden Challenge" mode. Like the "mission modes" Namco

adds to the home version of their fighters, this new mode gives a sense of purpose and goals to an otherwise open-ended game. Examples of "Madden Challenges" include

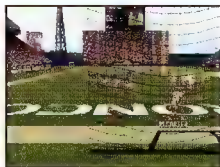
completing three passes to three different receivers; running for 30 yards; and holding a team for seven points or less an entire game. Successfully completing these goals unlocks new secrets and gameplay modes. Very cool.

### Our advice:

The demo lets you take two Super Bowl-caliber teams, the Atlanta Falcons and the Denver Broncos, out for a short test drive. In this time-limited demo, you may only have a single possession opportunity, so be sure to score on it. Keep your defense focused and stiffler (that is, smack down) any movement or scoring possibilities by the opposing team. Keep your wits about you and you should have no trouble carrying the day.

### OPM psychic sez:









If you've only got enough cash for one football game, make it Madden. It's the best blend of realism and action. Oh, and it's really fun too.



# NFL GameDay 2000

Players	1-8	Developer	Red Zone
Availability	Now	Publisher	989 Sports
Analog Compatible	Yes	Genre	Sports

## Offense

-  Snap/Speed Burst
-  Fake Hut/Special
-  Audible/Dive/QB Slide
-  Hurdle/Jump/Catch
-  L1 Not Used
-  L2 Not Used
-  R1 Not Used
-  R2 Not Used

## Defense

-  Speed Burst
-  Switch lineman
-  Audible/Tackle
-  Jump/Deflect/Intercept
-  L1 Not Used
-  L2 Not Used
-  R1 Not Used
-  R2 Not Used

### What is it?

When EA Sports failed to ship Madden NFL 96 for the PS, Sony leveraged their GameDay series to over 50% of the next-generation football market—and this is one foothold Sony's not giving up. Madden and GameDay have over the years become fierce rivals. GameDay 2000 is the latest (and hopefully greatest) iteration in Sony's GameDay cycle.

### What to expect in the full game:

There's 1,240 plays designed by 32 NFL players; 200 motion-captured animations from 13 NFL players; more sayings from Dick Enberg (play-by-play) and Phil Simms (color commentary); advanced artificial intelligence; telestrator commentary; Total Control Passing; season mode, create-a-player mode, and a new general manager mode.

As with Madden 2000, more of the game's greatest attributes are missing from this demo. The first is the play editor which lets you assign patterns and pathways to players.

The second is the general manager mode.

GM mode is chock-full of options such as playing multiple seasons with one team, signing free agents, cutting players, making trades, and even drafting rookies. You can even import players from NCAA GameBreaker 2000 via a memory card.

### Our advice:

This demo is structured very similarly to the Madden demo, so you should play it the same. Just be certain to score (try some of the longer-reaching passing plays) and contain the opponent's defense. GameDay's Total Control Passing system offers players, well, total control over passing. Use it wisely to gain yardage.

### OPM psychic sez:



While slightly edged out overall by Madden 2000, GameDay 2000 is still a fantastic football title. If you're a fan of the GameDay series—or just of football in general—you won't be disappointed.






# NCAA GameBreaker 2000

Players	1-8	Developer	Red Zone
Availability	Now	Publisher	989 Sports
Analog Compatible	Yes	Genre	Sports

## Offense

-  Snap/Speed Boost
-  Fake Hut/Special
-  Audible/Dive/QB Slide
-  Hurdle/Jump/Catch
-  L1 Not Used
-  L2 Not Used
-  R1 Not Used
-  R2 Not Used

## Defense

-  Speed Burst
-  Switch lineman
-  Audible/Tackle
-  Jump/Deflect/Intercept
-  L1 Not Used
-  L2 Not Used
-  R1 Not Used
-  R2 Not Used

### What is it?

Not everyone likes their football professional style. Some prefer the grittier world of college football: those "real" players, actual grass fields, and a big marching band blasting the play-by-play. Those who prefer college stomping grounds to NFL stadiums would do well to explore Sony's NCAA GameBreaker series.

### What to expect in the full game:

114 Division I-A teams; 60 classic teams; new career mode; Keith Jackson play-by-play commentary; user-controlled celebrations; UCLA head coach Bob Toledo plays and strategy; extensive stat tracking; all conference awards; the Heisman Trophy; college fight songs.

It seems as if every football game is adding a career mode this year, and GameBreaker 2000 is no exception. Start coaching at a small school and build up your team's reputation. If you do well, you'll get promoted or transfer to a more prestigious school. If you do poorly, you'll get fired.

### Our advice:

The way you tell GameBreaker apart from GameDay is

by the annoying marching band that plays before and after every play. That, plus you can make your players dance and boogie after every play without penalty.

Even if they buff the play, they can celebrate, which is kind of odd. In any case, choose from Florida State or Tennessee and let the game begin.

You may be perplexed by GameBreaker 2000's playbook. That's because Bob Toledo (head coach for UCLA) worked with

989 Studios to make an authentic college football playbook. These aren't NFL football moves performed by college players. This is a whole other game. Study the plays, learn the plays, use the plays. Win with the plays! Or lose, if you choose the wrong plays. You putz.

### OPM psychic sez:

GameBreaker 2000 is a great pigskin sim for college fans. The graphics are a little rougher than those in its older brother, GameDay 2000, but it's still a solid title. Definitely worth giving the ol' college try.





## Cool Boarders 4

Players	1-2	Developer	Idol Minds
Availability	Q4 1999	Publisher	989 Studios
Analog Controller	Yes	Genre	Sports

- Jump (on ground)
- Directional button Flips/Shifts
- Directional button Hard Curve
- Railslide
- Punch Left
- Spin Left/Slow Down
- Punch Right
- Spin Right/Switch Fakie



### What is it?

Extreme downhill snowboarding, not at all unlike Cool Boarders 1-3. Guide your snowboarder, er, down the hill.

### What to expect in the full game:

There's new mountains in Vermont, Colorado, France, Japan, and Alaska; six events per mountain: Big Air, CBx, Downhill, Halfpipe, Slopestyle and a hidden run; 16 pro riders: Ross Powers, Jim Rippey, Jason Brown, Natasza Zurek, Shaun White, Jennie Warra, Jimmy Halopoff, Noah Salasnek, Chad Otterstrom, Michele Taggart, Darren Cingel, Christ Engelsman, Brian Savard, Tricia Byrnes, Andrew Crawford and JP Walker; create-a-rider editor; trick combos; licensed boards from Burton, Ride, MLY, M3, Salomon, K2, Morrow and Forum; create-a-board editor.

### Our advice:

There are other riders on the slopes, but your concern isn't with them—it's with getting down in one piece. And performing tricks for massive points, of course. Crouch to gain speed, then flip and trick your way over hills for big bonuses. The



jump meter may perplex series newcomers; press and hold the button until the power meter is filled, then release at its peak to catch some air. Railslide down branches you come across for extra points. Make sure you catch enough air before trying midair flips and twists or you could be sucking snow. If you do come across any unfortunate co-boarders, demonstrate the way of the punching fist. The course, being entirely downhill, is straightforward enough.

### OPM Pro Tip:

Don't hit the trees.

### OPM psychic sez:

Cool Boarders 3 was a major misstep for the once-great snowboarding series. But Idol Minds is claiming they've learned from their mistakes; hopefully, their second Cool Boarders title will put right what once went wrong.



## Demolition Racer

Players	1-2	Developer	Pitbull Syndicate
Availability	Now	Publisher	Infogrames
Analog Controller	Yes	Genre	Racing

- Accelerator
- Look Back
- Brake/Reverse
- Change View
- Not Used
- Power Slide/Handbrake
- Not Used
- Horn



### What is it?

Developer Pitbull Syndicate contains many of the key developers behind the first two Destruction Derby titles. They know their exploding cars. And Demolition Racer delivers exploding cars in spades—not to mention plenty of racing action.

### What to expect in the full game:

12 unique tracks; "Last Man Standing" Demolition Derby; eight different vehicles including the High Impact Hearse; death-from-above one-hit kills; 16 cars per race; two-player split screen action; Demolition Bowl matches; original soundtrack and remixes from Fear Factory, Junkie XL, Empirion and Cirrus.

### Our advice:

Before hitting the track, paint your car to order—the chromatic options are immense. Don't spend too much time obsessing over your vehicle's good looks, though; in just a few moments it'll be getting the bejesus kicked out of it.



Victory is determined by two important factors: final race position and damage inflicted on opponents. Don't worry too much about race position; instead, focus on crashing spectacularly into rival cars. While race position helps, it is almost always the damage that determines the final victor. Ram cars from behind for a quick 5-10 points of damage. Get in front of an opponent and slam on reverse for another quick nip at their car. Broadside vehicles slams for 25 points of damage or more.

But all of these techniques pale in comparison to the "big" one: death-from-above! As you plummet out of a massive jump, maneuver your vehicle so that it lands on an unsuspecting rival. Crash! Bye-bye, Mr. Opponent. Survive four rounds and see where you rank in the final reckoning.

### OPM psychic sez:

Blowing cars up is lots of fun. So much fun, in fact, that we gave the game a four-disc rating last month. Check it out.

## MTV Sports: Snowboarding

Players  
Availability  
Analog Controller

1  
Now  
Yes

Developer  
Publisher  
Genre

Radical Ent.  
THQ  
Sports



### What is it?

Trick-oriented extreme snowboarding from those masters of style at MTV.

### Why should I care?

The developer, Radical Entertainment, has already created one of the better snowboarding titles on the PlayStation: X Games Pro Boarder. MTV, on the other hand, are the masters of style, fashion and culture. When their style combines with Radical Entertainment's substance, the product is—or at least, should be—a decent snowboarding game. Stir in the requisite num-

ber of gameplay modes, courses, tricks and characters, and season with properly licensed clothing, boards and a killer musical soundtrack. Simmer until November 1999 and you have a potential winner.

### OPM video critic sez:

Intercutting actual snowboarding footage is always a cheap tactic in promotional video, but there's more than enough good-looking gameplay to earn forgiveness. The snowboarding genre is getting packed, but this one looks like it could stand out from the rest. Thumbs up.

## Twisted Metal 4

Players  
Availability  
Analog Controller

1-2  
November '99  
Yes

Developer  
Publisher  
Genre

989 Studios  
989 Studios  
Action



### What is it?

Closed-arena car combat with heavy artillery.

### Why should I care?

The first two Twisted Metal titles combined vehicular combat with winning characters, cool cars, weapons and tight control. Then developer Singetrac left to make Rogue Trip. The third title, under a new developer, was a major misstep for the series. But that's what makes the fourth worth looking at closely: There's so much room for improvement! New vehicles, weapons, and arenas sound promising, as does ■

"story mode" following Sweet Tooth. But "improved vehicle physics" is the most promising phrase of all.

### OPM video critic sez:

Ever since Vigilante 8 stole the King of Vehicular Combat crown, it's been hard to get excited about the good-ole Twisted Metal series. Four, sadly, looks like more of the same game play found in three. Diehard series fans may be looking forward to it, but most gamers are awaiting Vigilante 8: Second Offense. Thumbs down.

## NCAA Final Four 2000

Players  
Availability  
Analog Controller

1-8  
November '99  
Yes

Developer  
Publisher  
Genre

989 Studios  
989 Studios  
Sports



### What is it?

College basketball! College players, crowds and games, all replicated in painstaking detail, under a smoother graphics engine. Come on—the chance to shut down Duke alone is worth the price of admission. Er, right?

### Why should I care?

All-new 3D player models highlight this year's list of required improvements. More than 300 Division I teams, play-by-play commentary by Quinn Buckner, and college-style playbooks and game modes. And for

that unmistakable college "feel," there's animated crowds, pacing coaches, college fight songs and school-specific cheers. Nifty.

### OPM video critic sez:

It's just like watching basketball on TV, only everyone is blockier! Some of the court-side effects, like the frustrated coaches and the ever-excitable collegiate crowds, can be seen. Note the detailed animation on the players, ever a hallmark of 989's roundball titles—it seems a step up over last year's effort, even. Thumbs up.

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# Next Month

A look ahead at our next issue

## Official U.S. PlayStation Magazine

On sale December 14

**H**ere it is, the first issue of a new millennium! Well, sort of—the issue will be on news-stands in the middle of December and if you're like any of *OPM's* editors, you'll be waiting until about then to buy anything for your loved ones.

We truly sympathize with you, so much so that next issue will have a last-minute PlayStation buyer's guide. We hate to ask you to wait to read that before buying your PlayStation presents, but you probably were going to procrastinate anyway.

We'll have plenty of other goodies for you as well such as our monstrous Resident Evil 3 strategy guide and review of Tomb Raider 4!



### Check Out Our Next Demo Disc!

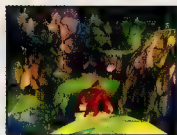
**PLAYABLES:** DINO CRISIS, WCW MAYHEM, NHL FACEOFF 2000, NBA BASKETBALL 2000, ARMY MEN: AIR ATTACK, TARZAN

**NON-PLAYABLES:** TOMB RAIDER: THE LAST REVELATION, INTERNATIONAL TRACK & FIELD

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On sale now

ELECTRONIC GAMING MONTHLY



Prepare for the millennium by picking up the No. 1 video game magazine for the past 10 years. Inside you'll find:

- An in-depth look at Nintendo's biggie for Christmas—Donkey Kong 64. Is it Rare's finest hour? Or is \$70 far too much to ask for something that looks just like another Banjo-Kazooie?
- The Video Game Aptitude Test. Answer 160 questions to see if you're a hardcore gamer or a Pokémoner.

- 15 PlayStation2 previews, including GT2000, Shin Ridge Racer, Tekken Tag Tournament
- Gaming E.R. Let *EGM's* game-nurse talk you through problems with your systems and your body caused by excessive gaming
- More Arcade and Game Boy coverage than any other magazine
- Plus! Lara Croft as you've never seen her before!

EXPERT GAMER

If Santa was good to you, chances are you'll need the December issue of *Expert Gamer*. Our Resident Evil 3 strategy will feature jaw-dropping maps and eye-popping secrets to get you going. We'll also completely cover holiday hits like Pokémon Yellow, Jet Force Gemini, Wrestlemania 2000, Grandia and Spyro 2. If that's not enough, we've got a barrell of quick hits in store, featuring Marvel vs. Capcom (DC), Street Fighter Zero (DC), and Sega Rally 2.



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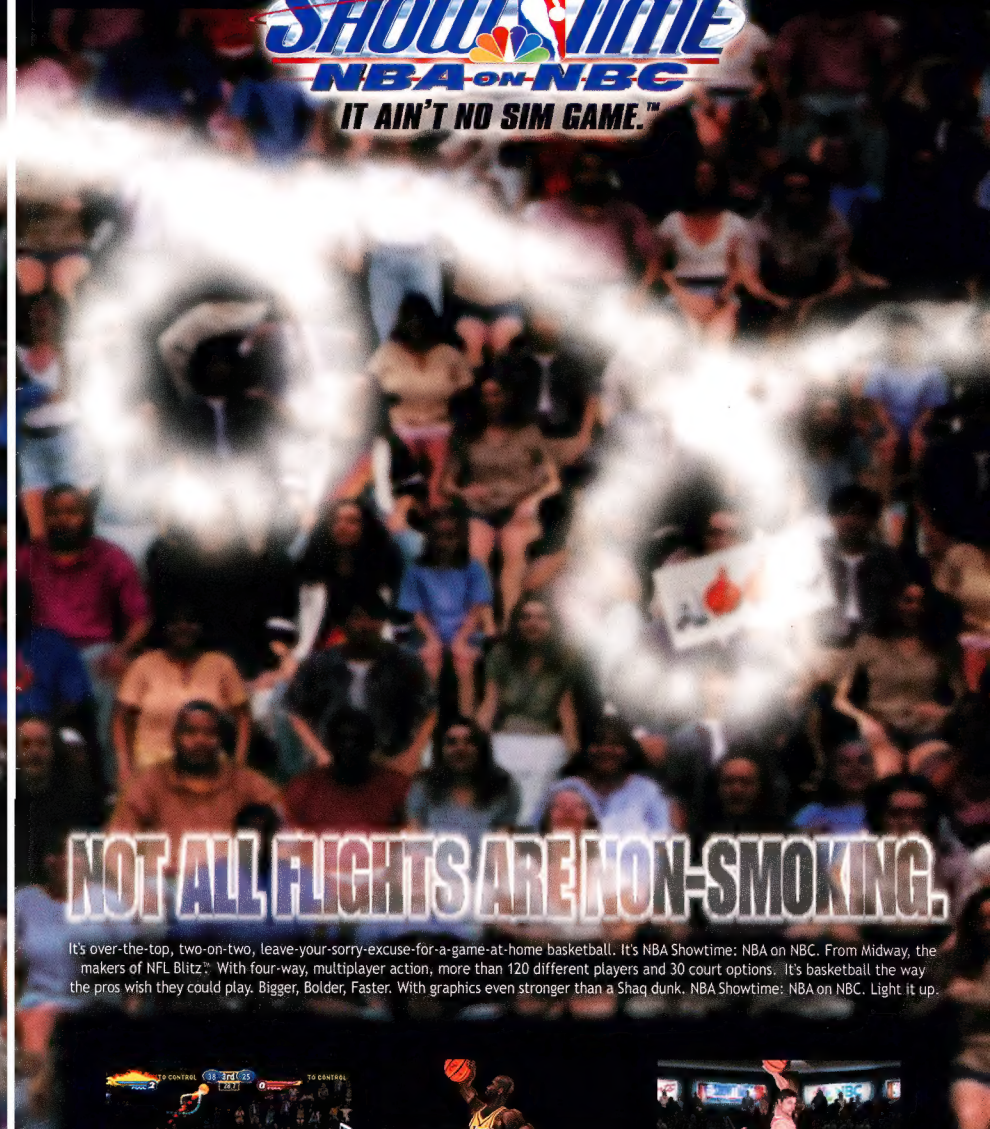
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SECURITY CLEARANCE: Ultra Magnus  
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Grenade Launcher  
Shotgun  
Sniper Rifle  
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Knife  
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